INVASION US

The Occupation of America

Campaign Design Module for a Soviet Occupied America

INVASION US

The years have changed but the subject matter stays the same. What we know can end quickly and it doesn't necessarily have to start with nuclear light.

This is the CD/PDF edition of Tri Tac's Invasion US in its First Edition, a campaign setup and utility module.

The majority of this Post Holocaust module was designed by Rich Tucholka to be another campaign setup for the classic RPG ***The Morrow Project***. Edited out and lost, it was recovered from an editing copy and published by Tri Tac in the mid 1980's.

After nearly 20 years the world has changed. Russia is no longer the Evil Empire. The Evil Empire has shifted to China and you only need to make minor changes to use this module. The Russians are now our friends depending on which way the wind is blowing and the remains of the Chinese Government is rattling sabres and growing desperate to achieve

Doug Blanchard who did a lot of the 1980's Tri Tac art went on to graphic arts design and television production.

Invasion US
Ultimate
Armageddon
Guide #1

#1018

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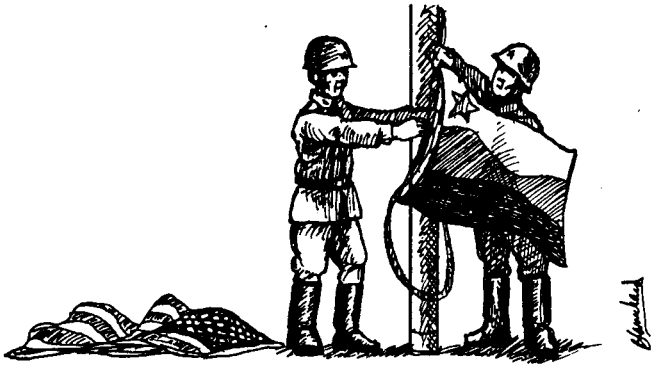
Windows
MAC
PDF

Invasion US

by Rich Tucholka



Invasion US

Invasion US is a module of survival in an occupied America of the near future. Players are citizens of The People's Republic of North America where a harsh, Communist government now oppresses and exploits the once free population.

At every turn the Soviet Army, or brutal agents of the secret police, wait for you to slip in your devotion to the "State".

The Communists are rewriting history to show the future generations that your belief in freedom and human dignity were lies and your leaders were monsters.

One Year Later

But the Soviets have made mistakes.

They forgot the Second Amendment and the millions of firearms in private hands. They forgot the totally unconquerable spirit of the American people.

You can Fight Back.

GAME DESIGN	Richard Tucholka
TECHNICAL	Dennis Tabaczewski William Welsh Ken Farris
ART	Doug Blanchard Stewart Robertson
EDITING	Elise Horowitz Mike Portuesi
SPECIAL THANKS	Steve Sundahl

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Rebels

INVASION US is the second adventure and new information pack for Tri Tac's Fringeworthy, role playing game. This Invasion US module contains information dealing with campaign design, enemies, equipment, weapons, and utility sheets for GM use. A starter scenario is included. Players become the underground to fight the harsh, new masters of the world.

Expansion

In each game module, Tri Tac will present a set of adventures and adventure concepts for GM use and expansion. From these the GM can run complete adventures, or with a little imagination and work, expand scenarios to create multiple adventures. Many are designed to be full RPG campaigns.

Characters

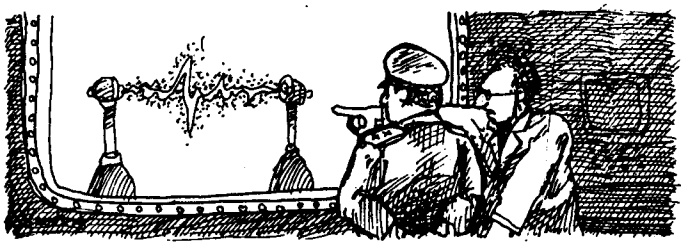
We do not provide ready-made characters for your adventures. We encourage the use of your players' existing characters and their special equipment. NPC's listed in Invasion US are given statistics where necessary. Any further statistical creation is the GM's option.

Experience

Experience is given for some aspects of the successful completion of the adventure. In most cases we feel the GM should decide on the experience given. By making his own assessment of players and their actions he is able to reward accordingly rather than use a pre-set table that might not note special action or creativity. A good block of game experience is often 1000 - 6000 points per player for a smashingly successful adventure, rescue, or enemy installation elimination.

Materials Needed

* The use of Fringeworthy or Stalking the Night Fantastic
* Character Sheets
* Paper, Pencils, Common Polyhedral Dice
* Photocopies of Utility Sheets
* A thorough reading of the module by the GM at least twice.



Downfall

Almost a laboratory accident, the Soviet discovery of the NDD or Nuclear Dampening Device was a quick ticket to Soviet victory.

The NDD prevented nuclear detonation in its field. With minimum amounts of power, its effective range became tens of miles.

The device was simple to build and within a few months time was installed across the entire Soviet Union and its satellites.

The CIA and other agencies warned higher officials. Unfortunately, this was a post-Reagan presidency, winding down military might and costs. As smuggled reports were finally verified, realization was fast, and a flurry of activity to create America's own defensive screens began. On the morning of the fast surgical strike on American missile silos, there were only 3 of the screens finished and in use over Washington, New York and San Francisco.

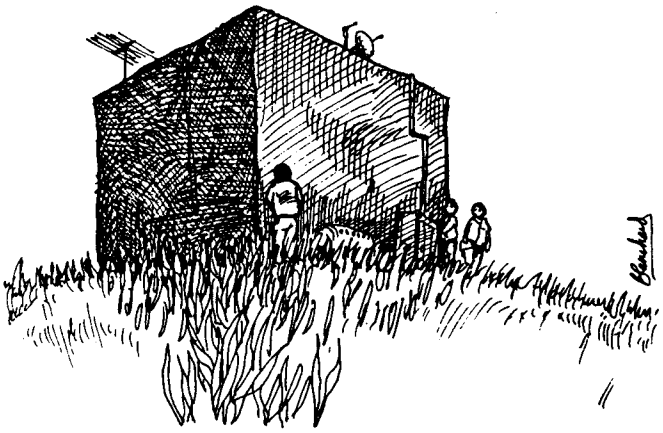
In hours it was over with only two confirmed nuclear detonations on Soviet soil.

The government, still in shock, agreed to the surrender of nuclear weapons and military stockpiles to save the American people from wholesale destruction. American forces in Europe were ordered to surrender to Soviet authorities for their return home. The British and French, each with their screens, dug in for a long, land battle that ended too soon for the French. After six months of conventional pounding, the British made the same concessions as the US and Canada, with the same result, though British resistance was far better organized and prepared when the occupation came.

Only the Japanese and Australians held with the threat of unleashing a Bio-Weapon that would decimate the world.

The Soviets would wait.

The world was virtually theirs.



Concessions

It became apparent that the concessions made to save the American population were far more drastic than the negotiators believed. The Soviet forces that moved in to dismantle the US nuclear threat quickly began to take strategic points not covered in the hasty agreement. Their military began to pour men and equipment into the East and West coasts.

Washington became strangely silent after heavy ground fighting was reported between Army and Soviet Forces.

Conflicting reports poured in from many sources as new radio and TV stations of the "PEOPLES REPUBLIC of NORTH AMERICA" began to broadcast with official news and information on the limited occupation due to the failure of the agreement and an attack on the Soviet Union by American "Terrorist" Forces.

By this time the American people were only realizing a full strike had failed and the Ten Hour War was over.

The NDD

The industrial NDD is a 20 x 20 foot block of cooled concrete that houses a magnetic, field - effect generator at its core. Side controls change the field strength / size or neutralize it. Usually, the NDD is attached directly to a large, industrial power source. The single antenna is 40 feet high.

While operational, the NDD creates a field effect at the top of the block that can kill in a short time.

EXPOSURE	EFFECT
1 minute	Nausea, 50% vomiting
2 minutes	Muscle paralyzation by d100%
3 minutes	Blindness 75% chance
4 minutes	Death 95% chance

Without cooling the NDD will overheat in d10 +5 minutes and detonate in another d10 minutes with a 12,000 point blast.

Occupation Troops

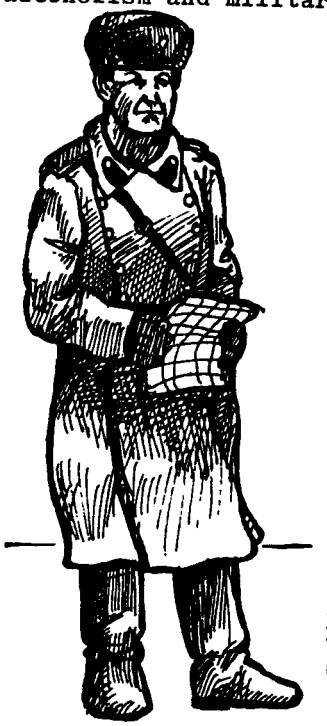
The Soviets quickly shuttled troops and advisors to control and "re-educate" the "oppressed" people of the Americas into the light of true socialism.

The light involved the wholesale looting of American industry, consumer goods, and the removal of potential or imagined threats to the new "People's Republic of America."

The following is a list of Communist troop types that now occupy the United States.

Soldiers

Straight from the farm in Minsk or the Ukraine, the common Soviet Soldier is a reasonably nice person stuck in a hostile nation. The soldier would like to go home to marry, raise a family, and settle down to worrying about general living, away from the government, lines, and the KGB. He has a 40% chance of overlooking minor offenses and may even help for a profit. Many lean towards alcoholism and military sloppiness.



Officers

Higher on the ladder is the Soviet Officer who has risen through the military ranks. He is given to fairness and bouts of respect to civilians and captured military. While harsh with criminals, he has a 20% chance of being reasonable. He is often under direct pressure from Elite Officers or the ever present KGB assigned to him or planted in his ranks to watch for a possible slip of his loyalty.

Elite Troops

The Soviet Elite Soldier is a heartless spit-and-polish robot that follows the orders of the Elite Officers or the KGB. Thoroughly trained and dedicated, he will fight to the death on an order. Elite troops are used in counter-insurgency work and the disposal of individuals or groups. They are frighteningly effective in population control by terror.

Elite Officers

The Elite Officer has worked his way to the top by action or the disposal of his superiors. He is totally heartless in his position concerning a captured population. He will often massacre civilians for minor offenses as examples or his own troops who stray out of line. He can neither be bribed or trusted for any reasons other than his own advancement in the party.

KGB

The KGB are the "dedicated" special police of the Communist system. The KGB and its other cousin organizations are often brutal, sadistic, and a home for psychotics who enjoy their work. The KGB is a death sentence for Soviet Enemies or Groups who need to become an example to others. They spy on their own military and leadership. The KGB is creative and effective when dealing with assasination or disappearances.

People's Army

The People's Army of America are the moral and social misfits who revel in the Soviet destruction of Liberty. With a dedication to their new masters and a savagery only second to the KGB, they are a menace that, at best, are impossible to deal with. Fortunately many are not very bright or in reality, direct plants by the American Resistance Movement.

Euro-Soviets

Euro-Soviet forces are conscripted troops from Europe, Africa, and the Middle East. They are often disgruntled with their job and would like to go home. Many defect at the first opportunity, if given the chance, and join resistance groups to savagely fight against their former Communist commanders.

Rebels

The Resistance, by any of a hundred names, are the brave Americans, Canadians, and Mexicans who continue to fight the occupation of the Americas. They create a living hell for occupation troops with their hit and run tactics. They hope for an eventual solution to free a captive world. They are supplied by what they can steal and material from the Japanese and Australians.

Local Police

Local Police are the carefully watched peacemakers who back Soviet policy under the threat of the Soviet Military. They often aid in rebel activities and fail to notice those small things like forged papers and grenades in the picnic hamper.

Bureau 13

Well equipped, Bureau 13 is an underground force fighting for freedom and still trying to dispose of the evil supernatural that has followed from Europe to an occupied America.

Fringeworthy

Sporadically supplying arms and ammunition to the rebels, the IDET explorers are not allowed to make direct intervention into this captured world. Many explorers have adopted the rebels and smuggle equipment without the knowledge of their Soviet IDET counterparts.

The Underground

In Invasion US the player is a member of the American underground. This may take many forms of style and organization in the IUS campaign.

Military

The military underground is the remains of the armed forces who refuse to surrender or stop the fight. Using simple hit and run tactics, they harrass the occupiers. Though obvious, their costs are high in equipment and manpower.

Civilian

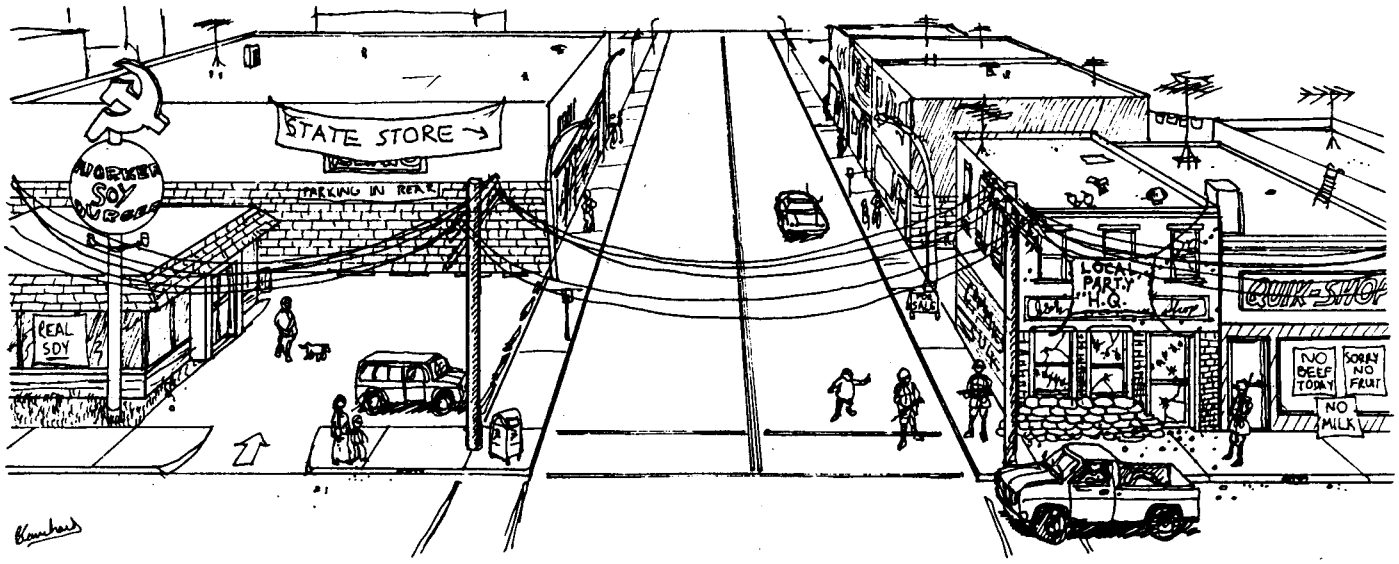
By day, the Civilian is a good citizen working hard in the factory to please the production specialists or minding the farm and its new quotas. By night, the civilian is a resistance fighter who is a thorn in the side of the Soviets. This may be as simple as gluing locks and painting slogans to the wholesale destruction of equipment and enemy personnel.

Opportunist

The opportunist looks for those small things that can ruin the occupier's day and makes sure they happen. Inconspicuously stealing, sabotaging, or misleading, the opportunist can turn the most minor operation into chaos.

The Campaign

While the general campaign design is the players choice, the GM should teach them that although they can get away with most lesser offenses, the continued activity in an area will draw attention from security specialists who can be brutal. They should learn that stupid moves will get them killed or arrested with the possibility of prison or a gulag. The enemy may be busy with the occupation, but they are not fools.



Occupied America

In the People's Republic of America the standard currency is the new dollar. It is traded one per one for the old currency which is now illegal.

CURRENCY	ACTUAL DOLLAR VALUE
Old Dollar	$ 1.00
New US Dollar	$ .50
Ruble	$ .75
Gold oz.	$300.00

Prices

TYPE	GOVERNMENT PRICE*	BLACK MARKET
Gasoline (gallon)	$ 5.00	$ 20.00
Heating Fuel	$ 4.00	$ 15.00
Canned Goods (can)	$ 1.00	$ 2.00
Fresh Meat (pound)	$ 5.00	$ 15.00
Fresh Vegetables	$ .50	$ 1.00
Eggs (per egg)	$ .25	$ 1.00
Fruit	$ .75	$ 1.00
Cigarettes	$ 2.00	$ 5.00
Vodka (fifth)	$ 2.50	$ 8.00
Whiskey (fifth)	$ 10.00	$ 20.00
Toiletries	$ 2.50	$ 5.00
Clothing	$ +200%	$ +500%
Disinfectants (pint)	$ 3.00	$ 10.00
Antibiotics	$ free	$ 25.00
Pistol	$ n/a	$250.00
Auto-Matic Pistol	$ n/a	$500.00
Revolver	$ n/a	$300.00
Rifle	$ n/a	$300.00
Shotgun	$ n/a	$250.00
Assault Rifle	$ n/a	$1000.00
Grenade (F1)	$ n/a	$200.00
Most Ammunition (Per Round)	$ n/a	$ 2.00

* Government prices are only for government officials and recognized collaborators. Enemy occupation troops are supplied by the government. Most stores and warehoused consumer goods have been confiscated and shipped back to the Eurasian continent.

The Black Market

The black market springs up whenever there are shortages. People can make a few extra dollars, or American rubles, by selling stolen or hoarded material at greatly inflated prices.

While illegal, it is a way of life in most larger cities. With a good Black Market contact a player is able to gain most things he or she needs or sometimes information for a price or trade.

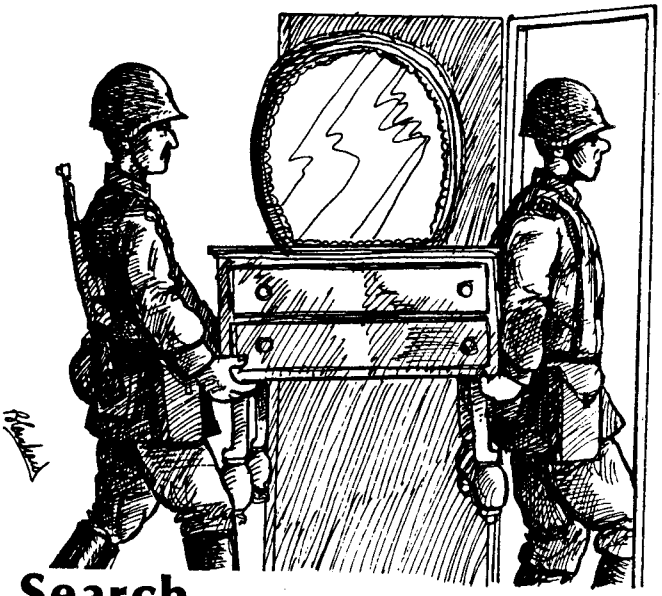
The Black Marketeer is shrewd and armed. To cheat one can be a death sentence as he, or she, finds some creative way to turn you in to the government or finishes the bargain by removing your jugular vein.

CSA = Chance of Successful Acquisition
CTC = Chance to Cheat the Buyer
CTT = Chance to Turn in the Buyer

Black Market Trade

		CSA	CTC	CTT
01-50	STREET PEOPLE	30%	40%	2%
51-75	CRIMINAL ELEMENT	55%	55%	5%
76-80	SIMPLE SHYSTER	60%	60%	2%
81-85	SELF-CENTERED PROFITEER	40%	70%	15%
85-90	PROFITEER	45%	50%	5%
91-95	BENEVOLENT PROFITEER	50%	20%	1%
96-99	AMERICAN REBEL	50%	5%	no
00	KGB SPY	75%	75%	80%

Cheating may take the form of defective goods, quantity, or inflated prices of 400%+.



Search

American homes are now subject to search and seizure when deemed necessary by occupying troops. This may involve a single official talking to a family to a full military group trained in smuggling and counterinsurgency.

01-25 SURVEY
A one man survey to gain general information.

26-50 GENERAL SEARCH
Four man general search with a officer and general troops.

51-75 DETAILED SEARCH
This is a detailed search including attics and storage spaces.

76-85 RANSACK SEARCH
The area is searched by the emptying, overturning, and general demolition of home organization.

86-95 DETAILED RANSACKING
In this search, literally everything is dumped and scattered to find any suspected material. Furniture is overturned and dismantled. Appliances are opened and walls are checked.

96-98 DISMANTLED
Everything is dismantled down to its components or broken. A dwelling's walls and floors are broken open for search.

99 REMOVED
Most household items are confiscated to correct reliance on bourgeoisie, capitalist appliances. What is left is throughly searched or broken in the search.

00 CONFISCATED
Everything is loaded into trucks and taken for detailed inspection. Goods can be reclaimed in d6 months if still intact or stored.

During even simple searches, household items and valuables will have a way of vanishing. This is limited to lesser types of troops and conscripts.

Lines

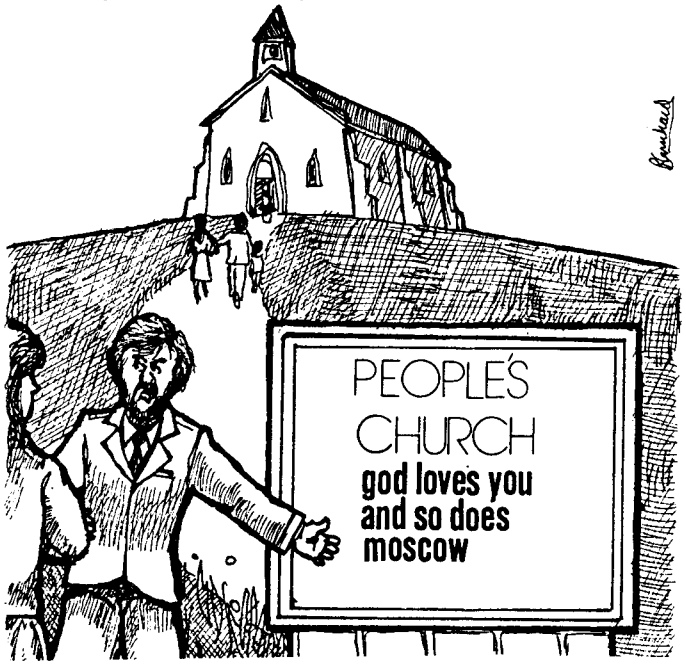
Another new facet added to American life by their Soviet occupiers is the waiting line. Lines are a good indication of food or special items available in short supply to consumers. Because of this, many people join any line in the hopes of being able to purchase special items. (Selling places in line is a good source of extra income to the teenager with some extra time.)

Often people will be notified of special deliveries in advance and create long lines in anticipation. Store personnel are often bribed for information on deliveries.

Worship

Churches are allowed to function once a week as long as they remain apolitical.

Those churches who oppose the new rule are often burned down by accident or those "gangsters" as the People's Press call them. All splinter religions and storefront church assembly is outlawed.



Soviet Law

The new laws imposed over the US are harsh to a people who took their freedom for granted. While most are handled by local authorities, crimes against the new order are ruthlessly handled by the KGB or Office of the Military Governor.

Use the legal tables from Fringeworthy or Stalking the Night Fantastic.

Offenses

	GENERAL SEVERITY
MINOR OFFENSES	
General Crime	1 to 10
Refuseniks (people who continuously balk the system by demanding their religious or civil rights)	1
Hoarding	3
OFFENSES	
Black Market	3
Gathering	2
Protest	2
Capitalism	3
Lack of Permits	2
Use of US Flag	3
Use of Old Currency	3
Defacing Property	4
Publishing of Unapproved Journalism or Art	3
Unauthorized Religious Assembly	1
Unapproved Imports	2
MAJOR OFFENSES	
Owning a Firearm	6
Failure to Register	5
Assaulting Troops	8
Destroying Property	7
CRIMES AGAINST THE STATE	
Sabotoge	9
Harboring Rebels	8
Murder of occupying forces	10

Successive Arrest

For each successive arrest the severity of the crime increases 1 to 2 points.

Punishment

For general punishment roll a d100 and add the severity as a percentage as well as any severity modifier.

Severity

Severity 1-2	Ignore rolls over 50
Severity 3-4	Ignore rolls over 65
Severity 5-6	No modifier
Severity 7-8	Add +10 to the roll.
Severity 9-10	Add +25 to the roll.

		TIME
01-05	Strong Warning	d10 hours
06-10	Jail	d6 days
11-25	Jail	2d6 days
26-50	Local Work Project	2d6 weeks
51-75	Work Camp	d6 years
76-85	Work Camp in Alaska	d20 years
86-90	Work Camp in Brazil	d20 years
91-95	Work Camp in Africa	d20 years
96-98	Military Prison	2d20 years
99	Military Prison	d100 years
00	Gulag	variable

Prison

Many prisons have been turned into heavily guarded military prisons for dissidents and rebels. These will often have a block of cells for US military leaders and political prisoners who have not been shot.

The KGB has turned several prisons into "special" prisons for problem prisoners or those who have information.

Bribes

If confined to a prison, reduce the base success of attempted bribes by 5%. If in a government prison, reduce the base success of attempted bribes by 10%. If in a KGB gulag, forget it.

Interrogation

After arrest by Soviet Forces there is a chance of physical injury from interrogation and handling by guards.

MIN = MINOR INJURY

General beatings, contusions, and bruises characterize this treatment. This is usually d6 general body points per session.

MAJ = MAJOR INJURY

Severe beatings, contusions, electric shock, and drugs are often used for this more serious interrogation.

BRB = BROKEN BONES

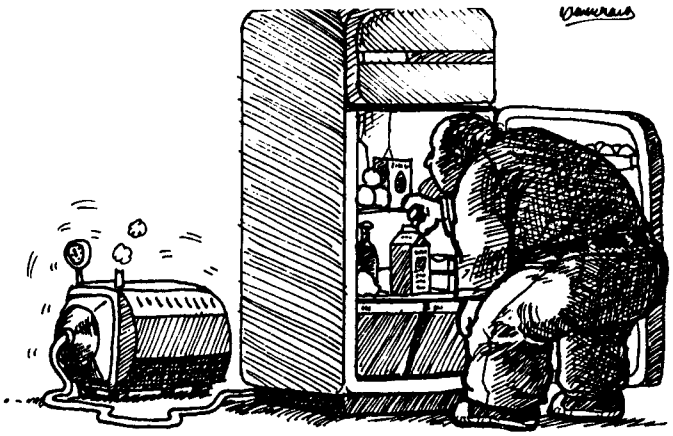
These are the chances of a broken bone if interrogation is prolonged. Roll a d10 for damage on a random bone in the bone breakage tables.

BRW = BRAIN WASHING

Brain washing is a concentrated effort at indoctrinating a character to the enemy's point of view. This may take the form of a character physically or mentally faltering at a critical moment, or in the extreme, totally converting to this opposing view.

Prison Survival

	MIN	MAJ	BRB	BRW
Local Jail	10%	-	-	-
Military Prison	15%	05%	02%	01%
Gulag	25%	35%	25%	02%
Local Work Camps	05%	10%	05%	01%
Work Camps	10%	15%	10%	02%
Re-Education Camp	20%	05%	10%	20%



Utilities

Now, while power, water, and limited use of the telephone are free, service is at best intermittent to non-existent. Use of high-tech, home generators is forbidden. Any found are confiscated.

SERVICE	CHANCE FUNCTION	FAILS FOR
Electricity	60%	d10 hours
Water	75%	d6 hours
Natural Gas	75%	2d6 hours
Telephone	25%	3d6 hours

Permits

Permits for general living have become a way of life. With money and perserverance a permit or paper can be obtained. With extra money a permit's lag-time can be speeded up. Gas and food stamps are only permits to buy from government stores. They have no value in money.

TYPE OF PAPER	TIME LAG TO OBTAIN	COST
ID Papers	d6 days	$ 1.00
Travel Permit	d4 weeks	$ 10.00
Food Stamps ($15.00)	d6 days	$ 1.00
Gas Stamps (10 gal.)	d6 days	$ 10.00
Residency Permit	d6 days	$ 20.00
Changing Residency	d6 months	$100.00
Trucking Permit	d4 weeks	$100.00
Work Travel Permit (month)	d6 days	$ 10.00
Job Card	d4 days	$ 5.00
New Job Assignment	d6 months	$ 20.00
Auto Permit	d4 months	$100.00
Party Membership (with sponsor)	d4 months	$ 50.00

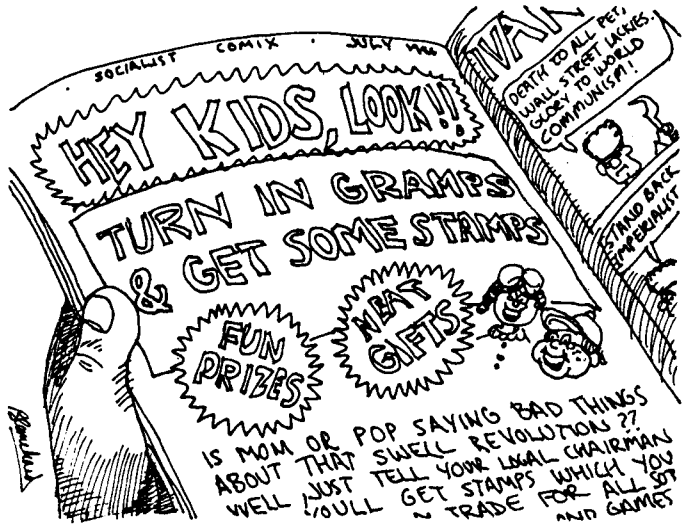
Bribery

Bribery becomes a way of life when dealing with an underpaid, and overworked, military force.

SM = Small Bribe
MD = Medium Bribe
LG = Large Bribe
CTC = Chance to Take
SMC = Small Bribe for Criminal Offense
LMC = Large Bribe for Criminal Offense

Chances

	SM CTC	MD CTC	LG CTC	SMC CTC	LMC CTC
Private Citizens	50%	75%	95%	40%	75%
Local Police	60%	70%	80%	30%	65%
Soviet Troops	30%	60%	90%	25%	50%
Soviet Officers	10%	25%	40%	15%	20%
Elite Troops	02%	05%	10%	1%	05%
Elite Officers	-	-	02%	-	01%
KGB	-	-	02%	-	-
Euro Soviets	40%	75%	95%	50%	60%
People's Army	05%	10%	15%	02%	05%
Soviet Official	02%	04%	10%	02%	05%
High Official	-	-	02%	-	02%



The Bounty

The average citizen now collects a bounty for correct thinking and action. These take the form of a coupon book with small red stamps that allow users to trade filled books for special premiums. Coupons can be awarded for turning in information, contraband, your neighbors, family, and ex-friends. Attending classes in re-education and community service also gain coupons from the ever monitoring eyes of the block chairman. Remember, 24 coupons to the page, 24 pages to the book.

An avarage award is 1 coupon per attended meeting, 500 for turning in a crime or more if an enemy of the state. A worker may get a dozen for a week's increased production.

PREMIUMS	COST
1 Week Vacation (Toledo or Zug Island Michigan)	500 books
New Shoes	30 books
Television	1000 books
Toaster	50 books
Picture of Lenin or Marx	1 book
Used Car	9000 books
Food Coupons (1 permit)	6 books
Winter Coats	75 books
Toilet Paper (4 rolls)	2 books
Gasoline (1 gal.)	20 books
Vodka	15 books
Small Book ("official" Paperback)	5 books
Tools	100 books
Small Children's Toy	10 books

Failure

When re-education fails, there is always the work camp to help correct one's thinking. The desolate, radioactive ruins of St. Louis or Norfolk, Virginia are often the final work camp for many who refuse the occupation.

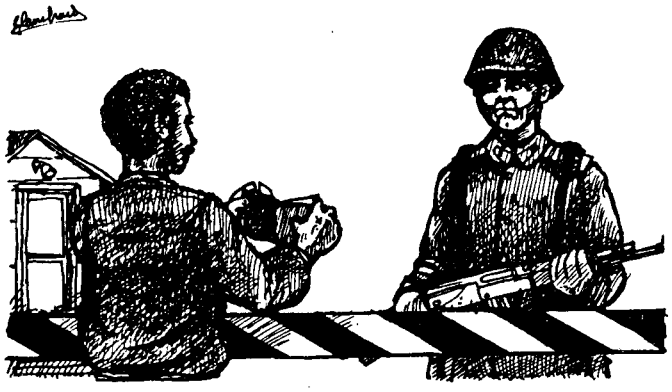
People's TV

The single operating television channel broacasts an unceasing, 6 hour barrage of propaganda as well as educational and Soviet cultural programs designed to bore the viewer stiff. VCR's and video recorders are banned as well as most existing films and movies. A minor reward is offered for turning in those who defy the law with tape or even large book collections.

American Indoctrination

By the law, all occupied territories and peoples are required to attend re-education classes to teach them the error of their capitalistic ways.

These include long, boring, lectures and films concerning heroic farmers and their tractors.



Checkpoints

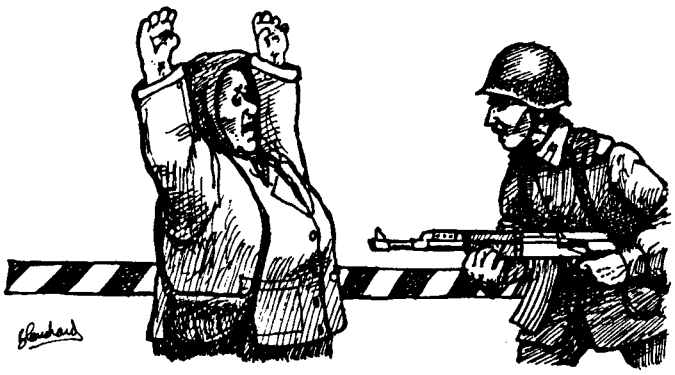
A preoccupation of invading forces is the military checkpoint. Located almost anywhere outside most cities and towns, these rest stops provide amusement for rebels and no end of aggravation for the civilian worker and traveller.

Result

	ACTION	TIME	CHANCE TO SPOT FRAUD
01-50	Passed	20a	2%
51-75	Checked	1m	10%
76-85	Checked	4m	20%
86-95	Detained (see B)	15m	25%
96-98	Detained (see B)	30m	25%
99	Detained (see B)	1h	30%
00	Arrested (see C)	-	-

B Close Check

01-50	Close Questioning	1h	40%
51-75	Searched	+5m	-
76-85	Minor Interrogation	+30m	50%
86-95	Major Interrogation	+1h	60%
96-99	Call to Superiors	+10m	-
00	Arrested (see C) and Superiors Called.		



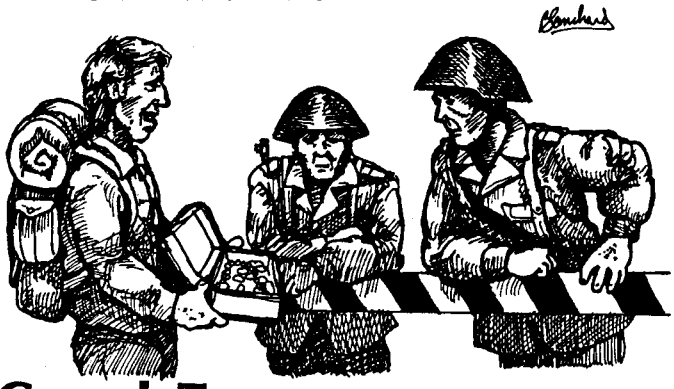
Call to Superiors

01-50	Don't want to bother, (suspect freed)
51-75	Re-Check of papers as B 01-50
76-85	Re-Check of papers as B 76-85
86-95	Re-Check of papers as B 86-95
96-98	Elite or higher called.
99-00	KGB called.

C General Arrest

01-50	Released in d4 days.
51-75	Released in d4 +4 days.
76-85	Sent to People's Detention Camp. Released in d4 weeks.
86-95	Sent to People's Prison. Released in d4 +4 weeks.
96-98	Sent to Work Camp. Released in d4 months.
99	Sent to gulag Released in d4 +4 months.
00	Shot to avoid the embarrassment of a false arrest.

Remember, these arrest tables are for the innocent. Any detection of a serious fraud in identification or general papers, if any, will automatically attract higher officers and a criminal sentence when convicted.



Guard Types

Remember too, the difference in guard type will modify chances of slipping a fake travel pass or ID past a sentry.

Modifiers

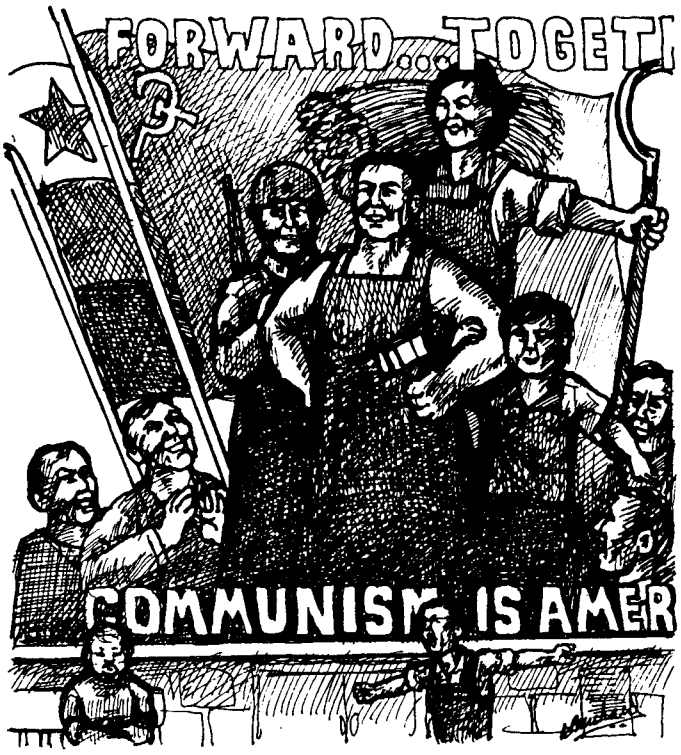
	MODIFIER TO DETECT FRAUD
Soldiers	-
Officers	+ 5%
Elite Soldiers	+10%
Elite Officers	+15%
KGB	+50%
Euro-Soviet Troops	-10%
People's Army	+ 5%
'trusted' Civilians	5% *

* Civilians can be pro or anti-Soviet to the benefit (+5%) or bereavement (-5%) of those with counterfeit identification.

Forgery

A character's skill levels in forgery are beneficial in the creation of a pass or paper. Start with a 0% modifier for general quality of the pass and add +5% per skill level of forgery, calligraphy, technical illustration, or related skill. Add a +20% if an example of the paper can be copied and a +40% if the forger is in a situation where he or she has access to high - tech copy or publishing equipment. Use of an extra-legal known for forgery adds a +10% on any ID creation.

This is the base chance a bogus paper will pass unnoticed.



Labor

With the Soviet occupation came the end of Labor unions and a living hell for the American worker.

Change

With the declaration that all business now belonged to the State and the disposal of management "capitalists", the worker realized there were serious problems in the country. When his, or her job pay dropped to a minimum "workers" wage of $3.00 per hour they knew there was a war to win.

When the first general strikes in Detroit were met with Soviet military intervention, it was only a matter of days before workers returned in fear of their families lives.

Slavery

The eight hour day became the twelve hour day as pay was slashed, benefits were extinguished, and one day per month was allowed for recreation if quotas were met. With war "reparations" to pay, the worker became a slave, hounded by the production specialist from Moscow.

Sabotage

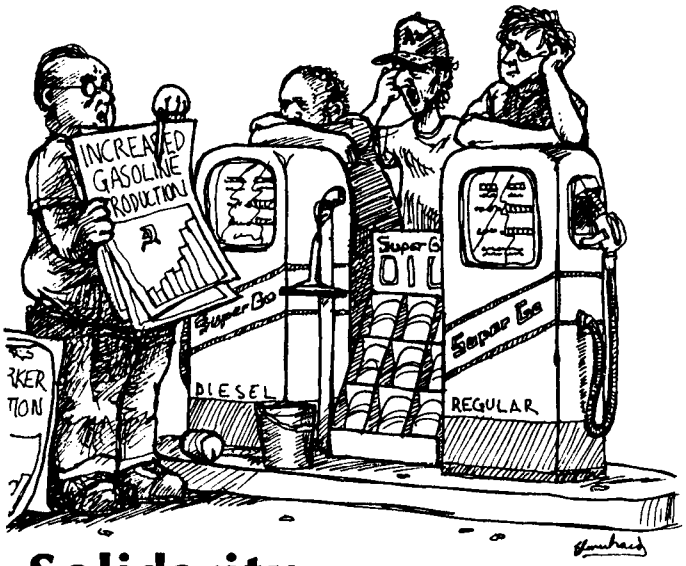
Now, with little to lose, workers started a campaign of quiet sabotage to slow general production, destroy vital machinery, and bring a political noose over the head of their new management.

Production

Production rates and quotas on factory work were increased dramatically as actual production dropped far below pre-invasion levels.

Even where quotas were reached, new quotas surpassed the old like lightning.

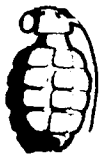
Gremlins and the red, white & blue gasket snatcher were often blamed for work stoppages as bits of wrenches and rocks were removed from sensitive machinery. As production specialists went for aspirin, the workers smiled.



Solidarity

Inspired by the outlawed Polish Solidarity movement, a new labor union was proposed by the workers and quickly crushed by the Soviet authorities. Far from stopping the American Solidarity movement, it forced the union farther underground as it became firmly established.

Reacting to the problem in typical fashion was the KGB as it began the infiltration of workers and started the removal of trouble makers and their families. This only angered the workers more and unexplicable accidents began to happen to and around the KGB agents.



Libraries

Within weeks of the invasion, libraries and institutions of learning were closed and systematically cleaned of historical, text, and political materials that they deemed detrimental to the future generations. These books were publicly burned. Librarians and book sellers who protested were executed.

Book Burning

As homes were searched, boxes of books were removed and burned. After a time a bounty was placed on books and harsh fines were levied on the "underground" libraries that still operated under the nose of the Communists. These libraries became a sore point that the Soviet leaders were determined to eliminate.

This ban immediately spread to the movie and video tape industry. Film and tape libraries were seized and destroyed. The common home computers were banned and the use of copying machines outlawed. Outlawed books included:

Political History
Military History
American and World History
Business (in any form)
Government Publications
Weapons and Warfare Books
Romances
Science Fiction (most)
Horror (all)
Pornography
Popular Novels
Any Non-Government Video Tape
Books on the Paraphenomenal
Encyclopedias
Military Technical Journals
Political Humor Magazines
Political Opinion Magazines
Role Playing Books & Games

Collaborators

Collaborators are those few people who get along with and help the Soviet invader in his mission of occupation. This collaboration may be detrimental or beneficial.

Spies

Detrimental collaboration gains food or services at the cost of other Americans or the further destruction of freedom. The anti-US collaborator is blatant or subdued.

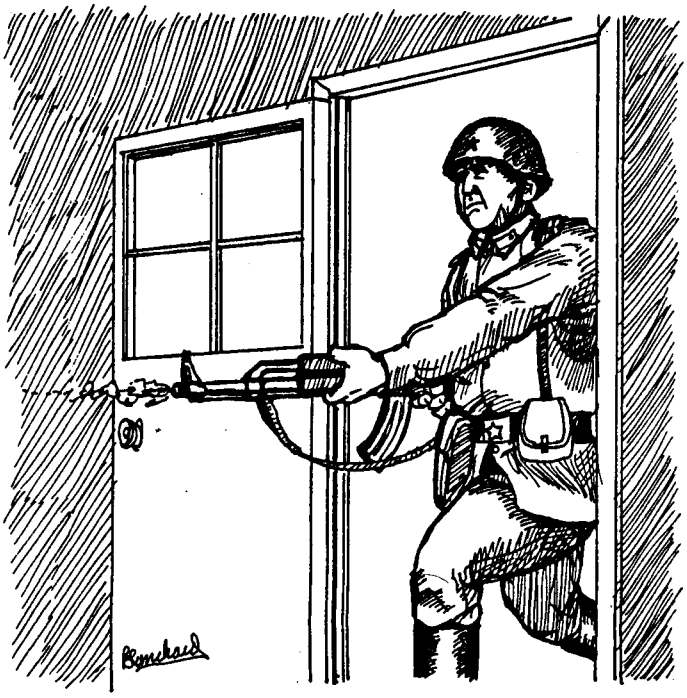
01-50	Collaborator is open and blatant.
51-75	Collaborator is subdued but obvious.
76-85	Collaborator is not obvious.
86-95	Collaborator is well hidden.
96-98	Collaborator is a well hidden spy.
99-00	Collaborator is a "Deep Plant" or spy of long residence in the USA.

Trust

01-50	Collaborator is not trusted by the Soviets.
51-75	Soviets trust collaborator 75% of the time.
76-85	Soviets trust collaborator.
86-98	Soviets emphatically trust this type of collaborator.
99	This collaborator is allowed a weapon and priviliges far above the common working man.
00	Collaborator is secretly a member of the new Communist party.

Pigeons

Beneficial collaboration helps many Soviet troops overcome obstacles in language and understanding. Often a single Soviet soldier is secretly picked and offered friendship by Americans. This friendship often develops into a close camaraderie as the soldier is pulled deeper into the trap. Given time his American friends will bait and gain a method of blackmail over the soldier. Collaboration with Americans is an automatic death sentence for occupation forces.



Warnings

Warnings on activity that is not proper is levied by varying agencies of the new government. Roll a d100 for the result of the warning and add modifiers for who gives the warning. Increase the intensity of the warning by +5% (cumulative) each time you are warned.

	MODIFIER
Block Chairman	-60%
Local Police	-55%
City Government Official	-25%
Government Official	-10%
Occupation Army Official	0%
Peoples Army Official	+15%
Army Officer	+05%
Elite Army Official	+20%
KGB	+40%

Result

01-50	General Friendly Warning
51-75	General Warning
76-85	Warning
86-90	Severe Warning
91-95	Severe Admonishment in Jail
96-98	Short Jail Stay
99+	See Table B

B Result

01-50	Minor Beating
51-75	Serious Beating, requires (d6) days of recovery time. Take 2d10 HBD.
76-85	Major Beating, requires (d4) weeks of recovery time. Take 3d10 HBD and d2 -1 random broken bones.
86-95	Short stay in prison, roll twice again under 95.
96-98	Short stay in gulag, roll a d100 d4 +2 times in two weeks.
99	Short trip to hospital, d4 months.
00	Beating results in death.

American Forces

The few hundred units who refused to surrender either fought to destruction or began a hit-and-run way of existence. Many small units of Green Berets, Special Forces, and Seals linked with the Australian Military for supply and continued to fight.

Special Forces

In western areas, armored vehicles became gypsy caravans of destruction as they preyed on Soviet armor, supplies, equipment, and personnel. Some went so far as to take the vehicles and uniforms, becoming a "ghost" unit that terrified the small, rural enemy positions.

The West

Parachutists in the night were common as Japanese, high level, "stealth" transports dropped men and material into the American heartland. Units of Special Forces began the training of young rebels where they found them.

Returning To Fight

As time progressed, the Japanese dropped American Forces deep into the Soviet Union to cause havoc and repay them for the invasion and destruction. As Europe boiled in hatred for it's new master, the Soviet Satellites began a new wave of strikes and revolution.

The Australian RDF, Rapid Deployment Force and the American Government in Exile secretly began insurgency across Mexico that spread into the Southwestern States. With stripped-down dune buggies, they struck fast and hard, leaving little of occupation forces.

Tactics

One of the greatest weapons used against the Soviet invaders is the tactic of group organization and surprise.

An effective force can easily eliminate a force five times it's size if it strikes with these factors:

SPEED:

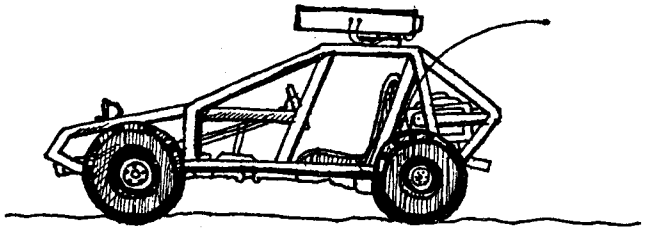
The fast destruction of the enemy's strategic forces is the primary goal of any insurgent force. The highest threats to the strike group must be dealt with first.

EFFECTIVENESS:

Targets must be dealt with effectively. There are no half-way measures in destroying key targets. Mopping-up afterward is never so important as the elimination of the threat of heavy weapons and armor.

COMMAND DETERMINATION:

The ability to make quick decisions and cover problems that can affect the mission. This must carry over into the crew in the event of the loss of a command vehicle.

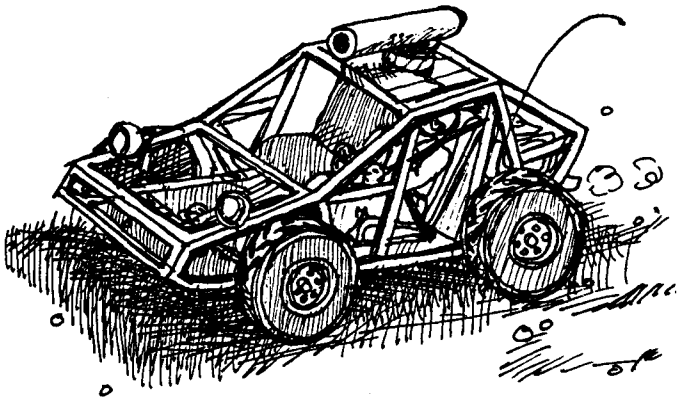


FAST ATTACK VEHICLE "Lightning Bug"

LENGTH: 165"	TANKAGE: 30	ARMOR: Body	-
WIDTH : 60"	MPG : 18	Window	10
HEIGHT: 50"	RANGE : 540 mi.	Wheels	40
SPEED : 85 mph.		Top	-
WEIGHT: 1005	CREW : 2		

A light, un-armored, reconnaissance or strike vehicle much like the dune buggy or US fast attack vehicles. A driver and gunner ride in the open frame. Often air-dropped in groups of 6. Engines are muffled to quiet their operation. They are little louder than a car.

WEAPONS: General crew weapons with a TOW or a mount to use (2) Sagger or Cardinal missiles, an American laser guided Sagger copy with x1.25 more effect. May have a 7.62mm, machine gun.



Morale

Morale is an important factor in any occupation forces attempt to win the hearts and minds of the conquered populace. It is even more critically important in the mind of the insurgent who fights against superior odds and weapons.

American Morale

The American people's morale started low with the defeat but began to climb with each strike by insurgent forces. In turn, the Soviet morale, starting high, plummeted as it had in Afghanistan as their forces met death at every odd turn of the road.

Combat Modifiers

In a combat situation morale carries into the ability to fight. The side with the higher morale gains a + on any accuracy and a +% on any skill or action rolls related to combat.

Roll a group's general morale with a d6 to start. Run morale as a scale from 0 to 10 with 10 as a maximum. This number will change with each adventure. Add modifiers.

Optional Modifiers

Per Successful Attack	+1
Per Un-Successful Attack	-2
Under Surprise Attack	-2
Defending Position	-1
Hostile Populace	-1
Supportive Populace	+1
Attacking Force	+1
Complete Surprise	-2
Over Half of Force Lost	-3
Over 75% of Force Lost	-4
Secured Supplies or Weapons	+2
Lost Supplies or Weapons	-2
Easy Escape	+1
Taking Prisoners	+1
Losing Good Friends	-2
Losing a Commander	-2
Excellent Commander	+1
Green Commander	-1
Special Forces	+2
Planned Attack w/ Pep Talk	+1
Awful Weather	-1
Against Odds For Success	-1
Suicide Mission	+2
Hostage Rescue	+2
Unknown Terrain	-1
Unknown Strength of Force	-2
Revenge Mission	+1
First Mission Fear	-1
Weapon Jam or Failure	-1

Result

		ACCURACY MODIFIER	SKILL or ACTION ROLL
-1	or Below	-3	-05%
01	Abysmal	-2	-04%
02	Poor	-1	-03%
03-04	Fair	0	-02%
05-06	Good	0	0%
07-08	Great	0	+2%
09	Gung-Ho	+1	+3%
10	Invincible	+1	+5%

Assistance

Assistance came to occupied America in the form of the Great Chinese Army of American Liberation. Long in conflict with the Soviet Union over borders, the Chinese suffered massive losses at the hands of the Soviet aggressors. Now keeping them in check, they turned to help the only other major country that might have a chance to ultimately overthrow the Soviet power block.

Chinese Support

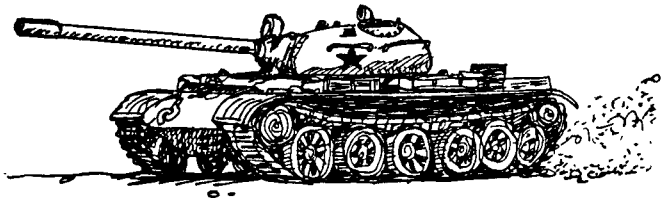
The Chinese soldier is friendly and loyal to allies. In combat he is prone to be a savage and fearless fighter that intends to personally repay the Soviets for the 70 million of his countrymen killed. He is armed with weapons that are compatible with Soviet ammunition.

Unit Size

This Chinese force is usually limited to small groups, (1-20), dropped by the Japanese along with Fast Attack Vehicle units.

Reds

The American population does not always, at first, realize that the Chinese are here to help.



Prisoners are an entertaining look into the thinking of the enemy mind. Each new prisoner may have the chance of knowing about special events or things that may help the Resistance movement.

Prisoners

01-25 COWARD
Will gladly talk to save his life.

01-50 COMMON PRISONER
Will eventually talk a little.

51-75 DIFFICULT PRISONER
Will cause difficulty to slow his captors whenever possible.

76-85 OBNOXIOUS PRISONER
Saying only his name and rank, he will spit in the face of his captors and spout political jargon until gagged.

86-95 OBNOXIOUS CRAFTY
While being obnoxious, this prisoner is looking for any method to inflict casualties on his captors.

96-98 OBNOXIOUS HERO
Same as #86 no matter what the final cost to himself.

99 CONFIDENT HERO
Same as #96 with a cool attitude.

00 DESERTER
Would like to join another cause.

Information

The following listing is the valuable information the prisoner carries that could be important to Resistance fighters. This is generally designed and modified by the GM though scenarios can be built around it.

01-50 No General Information
51-75 Information of Supply Movements
76-80 Information on Troop Movements
81-85 Information on Small Patrols
86-90 Information on people about to be arrested for various reasons.
91-92 Information on a particular area's troop strength and dispersal over the installation.
93-94 Information on the Soviet round up and incarceration of dissidents.
95-96 Information on the design of a single government or military building.
97 A long Range Military Plan
98 Information on a proposed raid on a small town to capture suspected rebels or illegal material.
99 Information on a special political or governmental prisoner being moved. May be captured resistance fighter of some notoriety.
00 Information on a high ranking visiting dignitary from the Soviet Union.

Fighting Back

Target objectives for American Resistance attacks have varying garrisons assigned to them. The garrisoning troops will almost always be stationed at the facility. Other troops may be present by GM's decision.

MRR = Motorized Rifle DES = Airborne Units
TNK = Tank ENG = Engineers
WOR = Workers CIV = Civilians (US)
SPC = Special Combination of Above

A SQUAD
- MRR: 8 to 10 Men 1 Vehicle
  Vehicle: BMP or BTR-60 or BTR-70
- TNK: 1 Tank with Crew of 3
  Tank: T72 or T80 or T62A
- WOR: 15 General Workers + Truck or Van
- DES: 6 Men with 1 Vehicle
  Vehicle: BMD or (2) Jeep
- CIV: 10 to 15 Non-Invaders

B PLATOON
- MRR: 3 Squads + Platoon Leader
- TNK: 3 Tanks + Platoon Leader
- WOR: 40 Workers +5 Supervisors
- DES: 3 Squads + Platoon Leader
- CIV: 20-35 Non-Invaders.

C COMPANY
- MRR: 3 Platoons + HQ with Vehicle
- TNK: 3 Platoons + HQ with Tank
- WOR: 85 Workers + 10 Supervisors
- DES: 3 Platoons + HQ with ASU-85
- CIV: 50-100 Civilian Non-Invaders

D BATTALION
- MRR: 3 Companies + HQ with Special
  Special #1 : ZSU 23-4, 2 BRDM w/SAM9
  Special #2 : 2BTR w/120mm Mortar + BRDM-3 w/SAM5
- TNK: 3 Companies + HQ with 2 Tanks
- DES: 3 Companies + HQ with HIND's

E REGIMENT
F DIVISION
G ARMY

Check reference books for details on these larger type of units.

Targets

TARGETS	MRR	TNK	DES	ENG	WOR	CIV
Refineries	2c	1b	-	1c	1c	1a
Nuclear Plants	1d	1c	1b	1c	1b	-
Shipyards	1c	1b	1c	1b	2c	3c
Factories (major)	2c	1b	-	1c	3c	8c
Factories (minor)	1c	-	-	1a	1c	2c
Industrial Park	1c	1a	-	1b	4c	8c
Universities	1b	1a	-	1a	3c	8c
Prisons (existing)	1b	1b	1d	1a	2c	?+
Gulag	1c	1a	1b	1a	1b	?+
Party HQ	1a	-	-	-	2b	?
Detention Center (sm)	1b	-	-	1a	1b	?+
Detention Center (lg)	1c	1a	-	1b	1c	?+
Workers Camps	1c	-	-	1a	8c	1a
Prison Farm	1c	-	-	1a	4c	6c
Fuel Storage (large)	2d	1d	-	1b	1b	1b
Fuel Storage (small)	1d	1c	-	1a	1b	1a
AMO Storage (large)	2d	-	1c	1a	2b	1a
AMO Storage (medium)	-	-	1d	1a	2b	-
Food Storage (small)	2b	-	1a	-	1b	1b
Food Storage (medium)	1c	1a	1a	-	2b	2b
Food Storage (large)	2c	1a	1a	1a	3b	1c
Airports (civilian)	2b	1b	2c	1b	1c	3c
Airport (military)	2c	2c	2d	1c	2c	1a
Military Outpost	2a	-	-	-	1a	-
Military Base	1c	2b	1c	1a	1c	1a
City Checkpoint	1a	-	-	-	-	-
Rural Checkpoint	1b	-	-	-	-	-
Highway Check Point	1b	1a	-	1a	-	-
Training Area (large)	1d	1d	1b	1b	1c	-
Training Area (small)	1b	1b	1d	1d	1b	1a
Rural HQ	2b	1a	-	1a	1b	?
Village HQ	2b	1b	-	1a	1b	?
City HQ	1c	1b	1a	1b	1c	?+
Major City HQ	1d	1c	1b	1b	3c	?+
Supply Caravan	2b	1b	-	-	-	-
VIP Caravan	1b	-	2b	-	-	?
Concentration Camp	-	-	1c	1a	2b	?+
Train Depot	2b	1a	1a	2a	2b	1c
Train Yard	1b	1a	-	1a	2a	2b

Planning

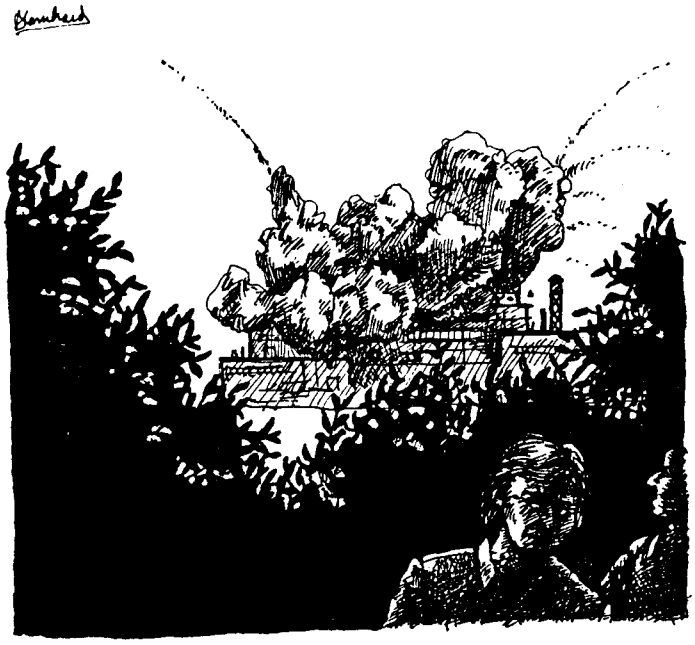
The average resistance fighter or partisan does not attack large Soviet occupation units without reason or a good plan. Most are content to hit smaller units and convoys in rural areas where there is time to escape or loot the enemy for supplies and ammunition. In addition, with a localized population, the partisans are more likely to be aware of known collaborators.

Support

A small town is likely to support their local resistance fighters until the invaders begin to take retribution on the town. While big cities are less close, the rebel can find anonymity in large crowds or in the sprawling commercial areas.

Escape

Rebels will always have rendezvous points and camps where caches of supplies are stored for future use. In the country there can be caves and tunnels to ensure escape. Sewers and storm drains in the city provide the same type of escape route under favorable weather conditions.



Experience

Players gain experience for the general disposal of Soviet troops and the rescue of innocent civilians. GM's may award special bonuses for well executed plans and smooth operation.

	POINTS
Killing Soviet troops (per)	10
Killing Officers	100
Killing High Ranking Officers	500
Killing KGB	250
Capturing Same	x2
Destroying Light Vehicles	500
Destroying Heavy Vehicles or Tanks	850
Destroying Aircraft	1000
Disrupting Military Operations	250
Rescuing Hostages	1000
Setting Up Other Partisans	1000
Smuggling Supplies and Weapons	500
Killing Innocent Civilians	-1000
Eliminating Collaborators	1000

Response

As soon as the resistance strikes a target the Soviet military is alerted and responds with troops and equipment. The time of this response is varied depending on location of the attack. Initial preparation is 10 +d6 minutes. In general, the occupation forces can arrive in 5 +3d10 minutes. This can be modified by the GM to suit the situation.

Forces that arrive are usually Russian troops with a smattering of other types that are common to the area. In strikes aimed at military targets, the forces involved are the Elite or Cuban mercenary.

Cubans

Cuban special forces are those annoyances who fall out of the sky to rain havoc on small towns where resistance members are suspected. These cigar smoking, specialists-in-terror have little regard for property or lives. Treat Cubans as Russian Soldiers with a +5% success rate on bribes. They are armed with Soviet equipment and military advisors, but they're in it for the money. Cubans have no use for the KGB.

Reprisal

Response to resistance actions can be swift and adverse. Roll a d100 for the reprisal result of successful attacks on Soviet positions.

01-50	No Reprisal
51-75	People are arrested and released.
76-85	People are arrested, a few sent to prison as example of supporting the resistance whether they did or not.
86-97	Food supplies are cut and people are offered rewards to collaborate.
98	At least d10 +2 people are held to be shot unless rebels surrender.
99	At least 5d10 are held as #86.
00	At least d100 +10 are held as #86.

01-50	Prisoners released.
51-75	Prisoners sent to re-location camps.
76-89	The prisoners released after 10% are shot.
90-00	At least d100% of prisoners are shot.

Camps

While most special internment camps are simple outdoor prisons, the St. Louis, Missouri and Norfolk, Virginia Detention Centers are a radioactive hell that is being hand-cleared by the never-ending supply of political prisoners.

Prisoners are often arbitrarily assigned to this camp if they are problematic or potential problems to the Socialist system. Roll a d100 for a month's survival.

Survival

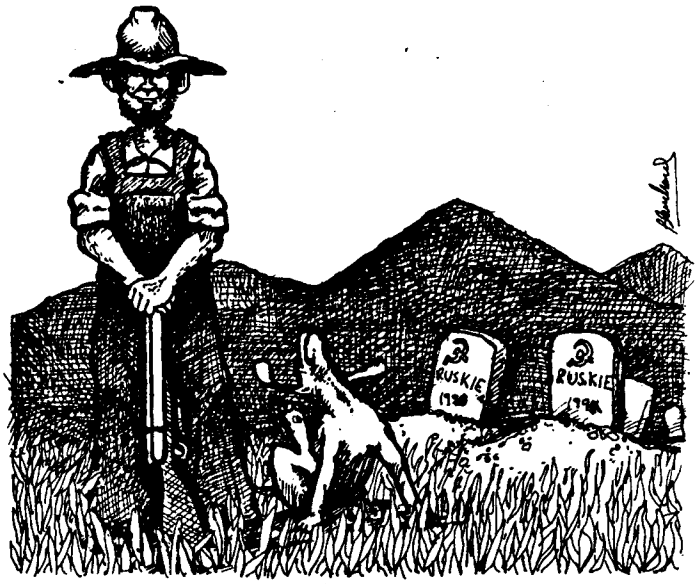
01-50	Survive with d100 rads of cumulative radiation exposure.*
51-75	Survive with 2xd100 rads of cumulative radiation exposure.*
76-85	Survive with 3xd100 rads of cumulative radiation exposure.*
86-99	Survive with 4xd100 rads of cumulative radiation exposure.*
00	Escape with 4d10 rads of cumulative radiation exposure.

* See Radiation in Fringeworthy of STNF.

Death Camps

Known to only a few is the well guarded, KGB death camp in the Rocky Mountains. To this camp are sent dangers to the State. From this facility comes ashes. Escapees tell of horror stories committed on American Citizens un-matched since the Nazi death camps of the Second World War.

A prime target of the resistance is the elimination of this facility and the rescue of those bound for its gates.



The Hills

As the invasion progressed, a mass of people and educators left for the hills and forests of the Northwest. Survivalists trained the new rebels as hill folk made the Appalachians a no man's land for the Soviet invader.

Criminals

The criminal element either turned to help the American resistance or accepted the offer of amnesty from the new government that had them executed more often as not. With the wholesale disposal of the prison population, there was pleanty of room for the future.

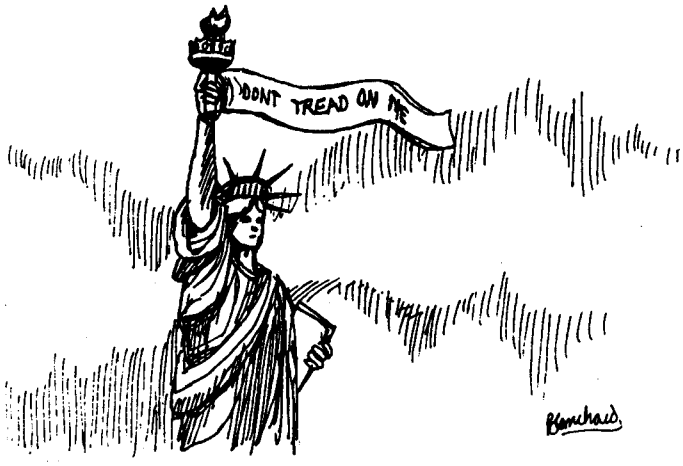
Strangely, the motorcycle gangs common to America vanished completely to return in the night to wreak havoc on government agencies and collaborators.

Teachers

During the school day, teachers taught the lessons they were told to teach. At night classes on true American democracy were held in secret.

Children

Young children became the targets of propaganda as the Soviet masters began the training of the new Communist generation. Unlike the teenagers and young adults who made up the majority of the resistance, these were easy to mold with lies and the lack of knowledge of what freedom had been.



Moral Victory

The Soviet Occupation Force's greatest moral victory would have been their parade of triumph through Manhattan Island. New York City was to be the capitol for the Americas.

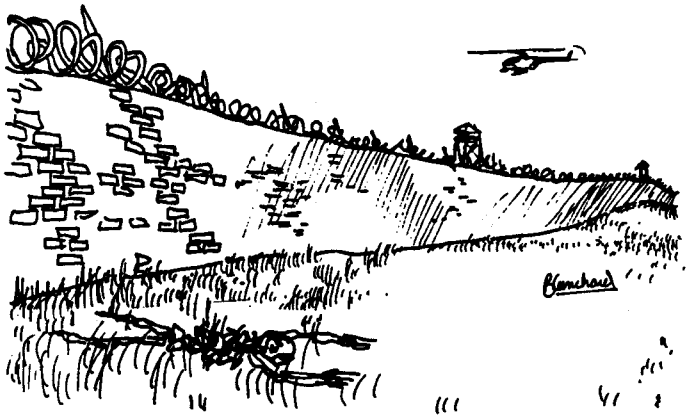
United NY

The residents of New York had other ideas. For the first time in a century the entire population of the city was united in their determination to remain free of the occupying army. Gangs, Mafia, and Police worked side by side despite their past differences and ethnic affiliations .

Not many invaders walked away.

Considerations

The Soviets considered levelling the city as an example, but were afraid of open world-wide rebellion due to the historic and strategic nature of the port of New York.



The Battle

The people fought with a determination not seen since the Warsaw Ghetto, and in a like response, the Russians made the decision to wall the city in the hope of starving the citizens into submission. But they had forgotten that the people were much better armed and in their diversity, had much greater sympathy from the outside populace.

Farming

Farming became a way of life in the city as every square foot of space was turned to agriculture. The sewers became the highways of smuggling as old drain systems, long forgotten, were rediscovered and put back into use. Long known as a center of culture, New York continued to broadcast programs and materials forbidden by the Soviets to the outside populace.

The Future

New York City continues to survive and broadcast as the new Voice of America. They train in anticipation of the day when the Soviets grow lax.

Power

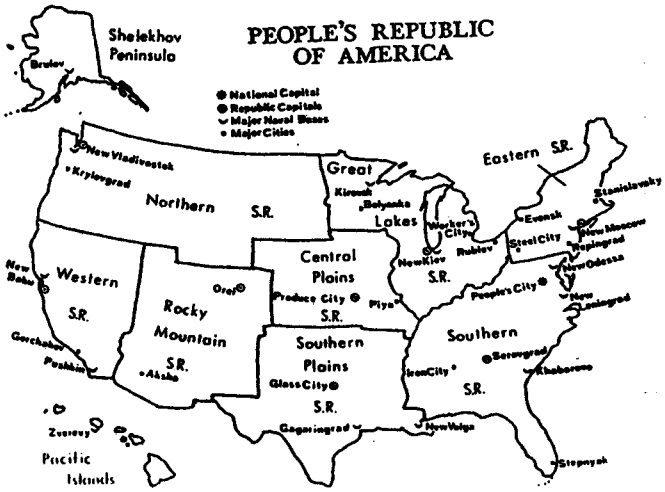
A second factor that added to the survival of New York as a free zone was the anchoring of a pair of nuclear submarines in New York Harbor. These submarines provided needed electrical power for essential services including radio and TV broadcasting by the New Voice of America. The ships were not destroyed because key government officials were successful in convincing the Soviets, who had no way to confirm or deny it, that they were carrying submarine launched cruise missiles with biological warheads. More concerned with possible damage to Atlantic fishing grounds than with the possibility of the missiles being used, the Soviets have let the subs remain afloat. For now.

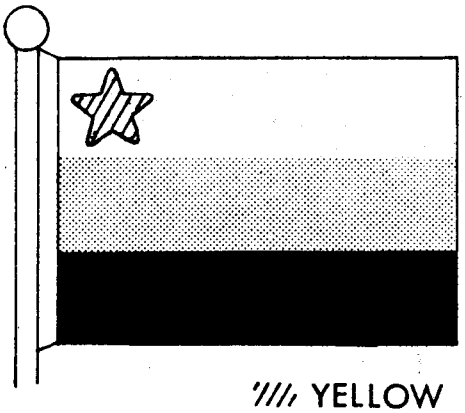
The New America

After changing the name of the US to the People's Republic of America, the Soviet government divided the United States into 8 Social Republics.

	CAPITOL
Eastern SR	New Moscow
Southern SR	Serovgrad
Great Lakes SR	New Kiev
Central Plains	Produce City
Southern Plains SR	Glass City
Rocky Mountain	Orel
Northern SR	New Vladivostok
Western SR	New Baku

Alaska was absorbed back into the Soviet Union for war reparations and Hawaii is the base of Pacific operations to watch Japan and Australia.



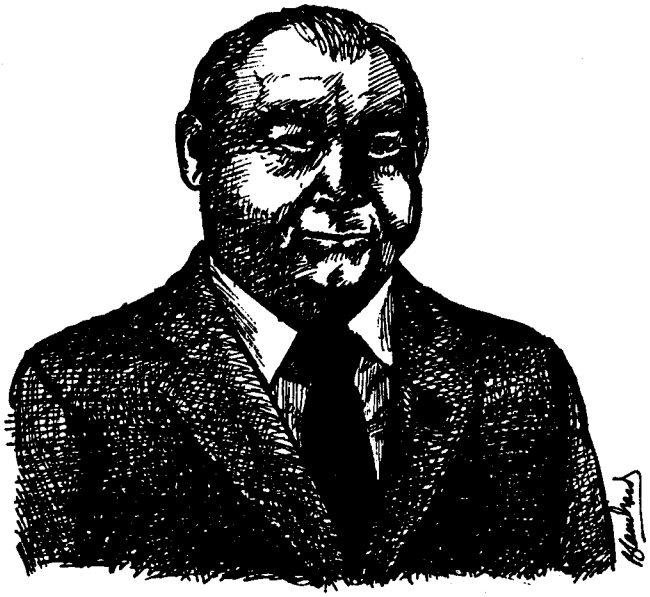


Congress

Each Social Republic is required to elect a representative, every four years, who goes to the People's Congress in People's City. This is, of course, a puppet Congress with no real power intended to that give the Americans an illusion of some self-rule and liberty.

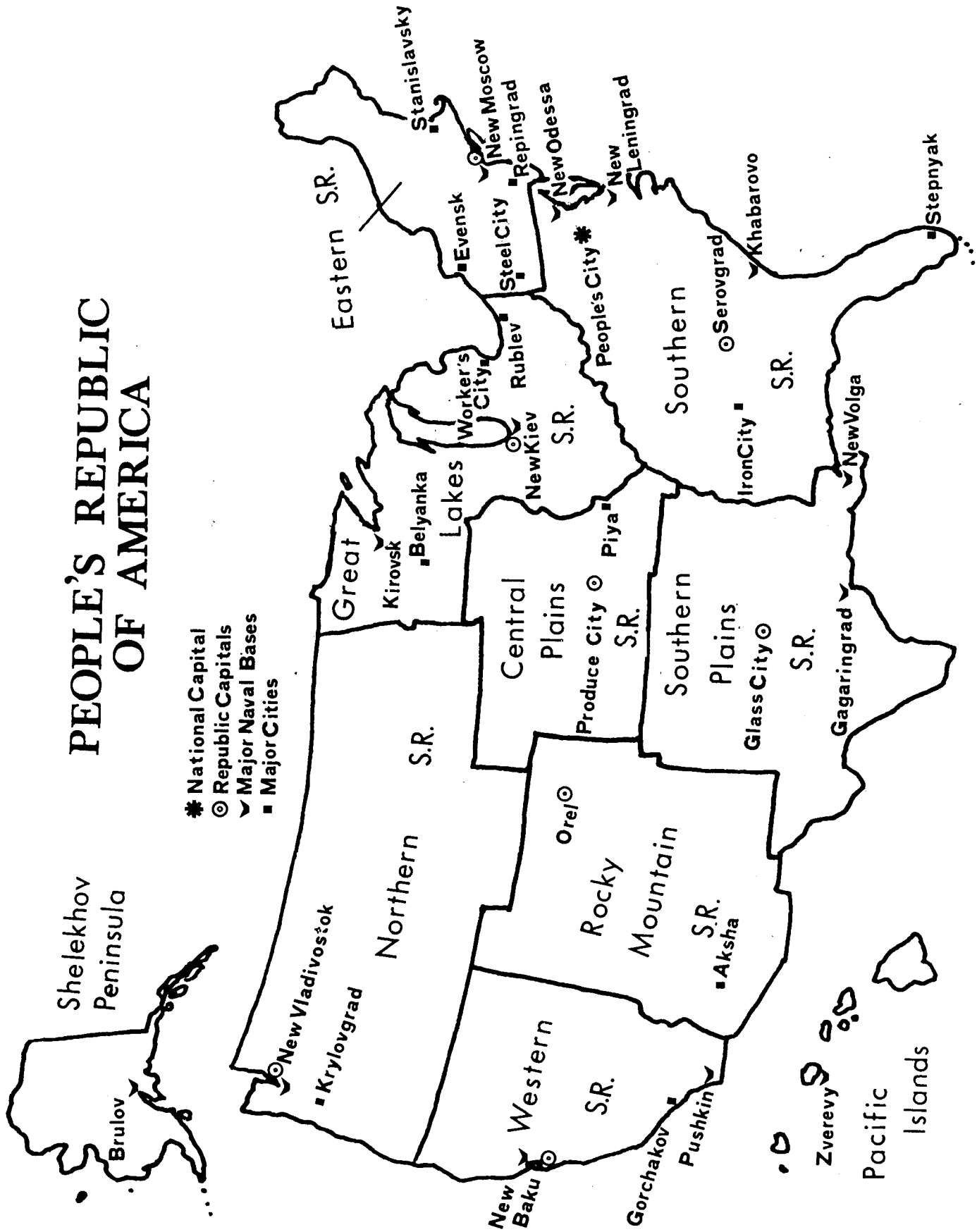
In reality, the country is ruled by the Kremlin and Sergei Kutskov. Most policy is carried out by each of the Social Republic's "Governor Citizens", a red army general usually stationed in the Republic's capitol.

While many cities have been renamed, most Americans use the old state and city names. Likewise, the new flag is often ignored or disposed of in creative ways. Though now illegal to fly, the American Flag still often appears to aggravate the invaders.

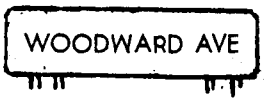


SERGEI KUTSKOV

General Secretary of the Communist Party
Chairman of the
Presidium of the Supreme Soviet
Marshal of the Soviet Union


PEOPLE'S REPUBLIC OF AMERICA
National Capital
Republic Capitals
Major Naval Bases
Major Cities
Shelekhov Peninsula
Brulov
Eastern S.R.
Stanislavsky
New Moscow
Repingrad
New Odessa
New Leningrad
Evensk
Steel City
People's City
Rublev
Worker's City
New Kiev
Great Lakes
Kirovsk
Belyanka
Piya
Central Plains S.R.
Produce City
Southern Plains S.R.
Glass City
Southern S.R.
Serovgrad
Khabarovo
Stepnyak
Iron City
New Volga
Gagaringrad
Northern S.R.
New Vladivostok
Krylovgrad
Rocky Mountain S.R.
Orel
Aksha
Western S.R.
New Baku
Gorchakov
Pushkin
Zverevy
Pacific Islands

Language



TRANSLITERATION PRONOUNCIATIONS

LETTER	PRONOUNCED AS	RUSSIAN LETTER
A	as in fAther	А
B	as in Boy	Б
V	as in Vice	В
G	as in Goat	Г
D	as in Dumb	Д
YE	as in YEs	Е
YO	as in YOyo	Е
ZH	as in aZure	Ж
Z	as in Zoo	З
EE	as in mEEt	И
IY	as in York*	Й
K	as in Kite	К
L	as in Long	Л
M	as in Mother	М
N	as in No	Н
O	as in rOw**	О
P	as in Papa	П
RR	(a rolled R)	Р
S	as in Snow	С
T	as in Tom	Т
U	as in tUne	У
F	as in Fast	Ф
KH	as in HHa-ha	Х
TS	as in beeTS	Ц
CH	as in CHair	Ч
SH	as in SHoe	Ш
SHCH	as in freSHCHeese	Щ
hard (!)	not pronounced	Ъ
I	as in courtesY	bI
soft (')	not pronounced	b
EH	as in Extra	Э
YU	as in YOU	IO
YA	as in YAhoo	Я

* This letter almost always appears after another vowel and modifies it's sound.
** An unstressed O sounds the same as A.

NUMBERS

One	A D EE N	First	P YE RR V I IY
Two	D V A	Second	V T A RR O IY
Three	T RR EE	Third	T RR YE T EE IY
Four	CH EE T I RR EE	Fourth	CH EE T V YO RR T I IY
Five	P YA T '	Fifth	P YA T I IY
Six	SH YE S T '	Sixth	SH EE S T O IY
Seven	S YE M '	Seventh	S EE D ' M O IY
Eight	V O S EE M '	Eighth	V A S ' M O IY
Nine	D YE V YA T '	Ninth	D EE V YA T I IY
Ten	D YE S YA T '	Tenth	D EE S YA T I IY
100	S T O		
200	D V YE S T EE		
1000	T I S YA CH A		

Players or GM may use this alphabet set to make English words pronouncable as Russian words. This may also be used to write Russian words with the English alphabet.

You may also use this as a general guide for pronounciation of English with a Russian accent.

Names

Listed below are 20 common men's and women's names along with their friendly form or nickname. Remember Russians often have a middle name which is mearly one of their parents' names with an ending like EECH or OVA. First listed are men's names.

01 A L EE K S A N D RR	S A SH A
01 A L EE K S A N D RR A	S A SH A
02 A L EE K S EE IY	A L YO SH A
02 A N A S T A S EE YA	N A S T YA
03 A N D RR EE IY	A N D RR YU SH A
03 A N N A	A N N U SH K A
04 B A RR EE S	B O RR YA
04 V A L EE N T EE N A	V A L YA
05 V A S EE L EE IY	V A S YA
05 V A RR V A RR A	V A RR YA
06 V L A D EE M EE RR	V A L O D YA
06 V YE RR A	-
07 G RR EE G O RR EE IY	G RR EE SH A
07 D A RR ' YA	D A SH A
08 D M EE T RR EE IY	M EE T YA
08 EE K A T EE RR EE N A	K A T YA
09 YE V G YE N EE IY	ZH YE N YA
09 EE L YE N A	L YE N A
10 EE V A N	V A N YA
10 EE RR EE N A	EE RR A
11 EE G A RR '	-
11 L EE D EE YA	L EE D A
12 EE L ' YA	EE L ' YU SH A
12 L YU D M EE L A	M EE L A
13 EE O S EE F	O S YA
13 M A RR EE YA	M A SH A
14 K A N S T A N T EE N	K O S T YA
14 M A RR F A	M A RR F U SH A
15 M A K S EE M	-
15 N A D YE ZH D A	N A D YA
16 M EE KH A EE L	M EE SH A
16 N A T A L ' YA	N A T A SH A
17 N EE K A L A IY	K O L YA
17 N EE N A	-
18 P A V EE L	P A SH A
18 O L ' G A	O L YA
19 F YO D A RR	F YE D YA
19 S O F ' YA	S O N YA
20 YA K A V	YA SH A
20 T A T ' YA N A	T A N YA

Russian last names are formed from the names of places, jobs or natural things like fruit.

Defectors

Defectors are NPC's or GM allowed former Soviet or Euro-Soviets characters who join the ranks of the Resistance. Whether by capture or their own choice, they can be of great benefit in striking back, if they can be trusted. Often, there can be very serious communication problems with the defector who may speak anything from standard Russian to a one-village, Mongolian dialect. This table may also be used for the rank of prisoners captured during the course of normal battles.

Rank

		CHANCE ENGLISH	BASE LEVEL
01-25	Private equivalent	05%	d4 -1
26-50	Private First Class	07%	d4
51-75	Sergeant	10%	d4
76-85	Master Sergeant	20%	d4 +1
86-95	Junior Lieutenant	35%	d6 +5
96-98	First or Second Lt.	55%	d6 +8
99	Captain or Major	80%	d10+9
00	GM's Decision	-	-

CAU = Caucasian MON = Mongolian BLA = Black
CON = Conscript VOL = Volunteer
DIS = Dissident DEF = Chance of Defection

Origin

		DEF	CHANCE RUSSIAN	CHANCE ENGLISH
East Siberian	CON MON	03%	20%	01%
West Siberian	DIS CAU	50%	90%	45%
Ukrainian	CON CAU	40%	80%	40%
Georgian	CON CAU	20%	75%	30%
White Russian	VOL CAU	05%	90%	65%
Russian	CON CAU	25%	99%	65%
Russian	VOL CAU	04%	100%	85%
East German	VOL CAU	10%	50%	85%
Polish	VOL CAU	10%	75%	65%
Polish	CON CAU	45%	70%	65%
Czech.	CON CAU	20%	80%	60%
Cuban	VOL BLA	15%	35%	85%
Cuban	VOL CAU	04%	60%	95%
Cuban	CON BLA	45%	15%	90%
Bulgarian	VOL CAU	03%	80%	50%

If a soldier fails at both language rolls then he only understands his native tongue. This is the general composition for the invasion force, not the entire Red Army.

With the Russian penchant for racism, most American Civil Rights disappeared along with the Bill of Rights. It was long known the Soviet military had no non-caucasion ranking officers even though their army had a high percentage of non-Caucasian soldiers.

Racism

This racism carried over into America as the Soviets orginized wholesale deportation of Asians, Indians, Arabs, and Spanish. The Black American suffered as never before as areas that rivaled the Warsaw Ghetto were created. Even the staunchest racists realized who the true enemy was and began to work with other "Americans" to destroy the Red menace.

The World

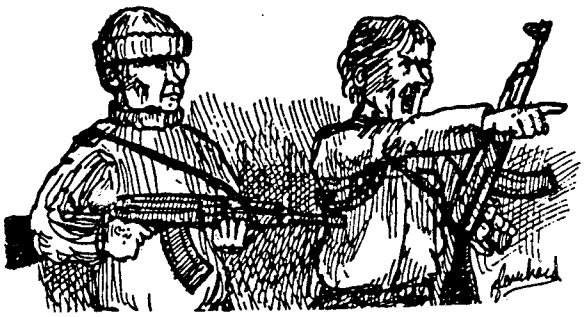
As the Americas were invaded the Romanian and Hungarian forces garrisoned the Balkans. Communist SE Asia and Combined Korea kept the Chinese busy.

Israel, embroiled in another Arab conflict as the Iran-Iraq war escalated to include all of the Middle East, was unable to come to America's aid.

Ranks

Military Ranks and Grades listed in ( ) parentheses, have no American equivalent.

1. M A RR SH A L - S A V YE T S K A V A - S A YU Z A
   (Marshal of the Soviet Union)
2. G EH N EH RR A L - A RR M EE EE
   Four Star General
3. G EH N EH RR A L - P A L K O V N EE K
   (Colonel General)
4. G EH N EH RR A L - L A IY T EE N A N T
   Three Star General
5. G EH N EH RR A L - M A IY O RR
   Two Star General
6. P A L K O V N EE K
   Colonel
7. P A D P A L K O V N EE K
   Lieutenant Colonel
8. M A IY O RR
   Major
9. K A P EE T A N
   Captain
10. S T A RR SH EE IY - L A IY T EE N A N T
    First Lieutenant
11. L A IY T EE N A N T
    Second Lieutenant
12. M L A D SH EE IY - L A IY T EE N A N T
    (Junior Lieutenant)
13. S T A RR SH EE N A
    Master Sergeant, First Sergeant
14. S T A RR SH EE IY - S EE RR ZH A N T
    Technical Sergeant
15. S EE RR ZH A N T
    Staff Sergeant
16. M L A D SH EE IY - S EE RR ZH A N T
    Sergeant
17. EE F RR A IY T A RR
    Private First Class
18. K RR A S N A A RR M YE EE TS
    Private

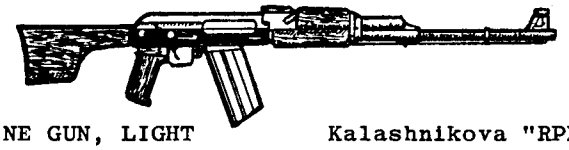


Soviet Weapons

ASSAULT RIFLE — Kalashnikova "AKS-74"

ROF 1to3	AMO KLI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40	WTE 7.5	EFFECTIVE				EX+	
CIR 1975	MIS 1%d	4d				1d	
HSM +4	KDM -	SPC (mn)					

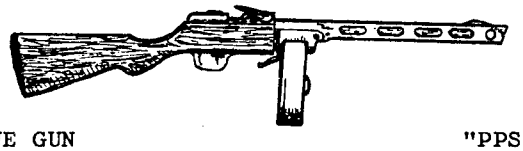
An improved version of the popular AK 47 supplied to Soviet troops. (*5.45x39mm*)



MACHINE GUN, LIGHT — Kalashnikova "RPK"

ROF 3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40/75	WTE 11.0	EFFECTIVE				EX+	
CIR 1960	MIS 01%d	5d				2d	
HSM +3	KDM +1	SPC (dn)					

Built from the same design as the AK 47, the RPK is the standard machine gun carried by squads. The muzzle break gives it little more recoil than a (.22). (*7.62mm M43*)



MACHINE GUN — "PPSh41"

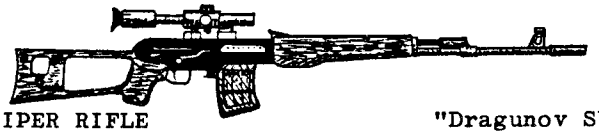
ROF 1to3	AMO FH	PB	VS	SH	ME	LO	EX
ROL A	CYC 27a	0	0	+1	0	-2	-6
CAP 35/71	WTE 30a	EFFECTIVE				EX+	
CIR 1941	MIS 1%d	3d				1d	
HSM +1	KDM -	SPC (n)					

Mass-produced for the second World War, the PPSh was a crudely produced, simple but effective, machine. (*7.62mm type P*)

ASSAULT RIFLE — "Kalashnikova AK-47"

ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	0	+2	+2	0	-2
CAP 30	WTE 9.0	EFFECTIVE				EX+	
CIR 1948	MIS 1%d	5d				2d	
HSM +3	KDM +1	SPC (dn)					

The former, standard Soviet Army, Warsaw Pact, weapon now used by Euro-Soviet and the Peoples Army. (*7.62mm M43*)



SNIPER RIFLE — "Dragunov SVD"

ROF 1	AMO F	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	-2	0	+2	+4	+4	+4
CAP 10	WTE 9.5	EFFECTIVE				EX	
CIR 1978	MIS 1%d	7d				3d	
HSM +5	KDM +2	SPC (dm)					

The Soviet sniper rifle. Has a scope that can detect infra-red light. (7.62x54mm*)

Side Arms

Side arms for Soviet forces are issued to officers or KGB only.

PISTOL Semi-Auto — "CZ Model 75"

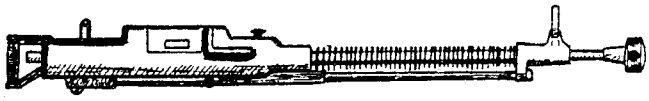
ROF 1or2	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	+3	+2	+2	0	-4	-8
CAP 15+1	WTE 2.2	EFFECTIVE				EX+	
CIR 1980	MIS 1%d	4d				1d	
HSM +1	KDM -	SPC (c)					

A Czechoslovakian, military sidearm noted for its mechanical similarity to the HP-35. (double-action trigger) (*9mm parabellum*)

PISTOL Semi-Auto — "Makarov PM"

ROF 1or2	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	+3	+3	+2	-1	-4	-8
CAP 8+1	WTE 1.6	EFFECTIVE				EX+	
CIR 1951	MIS 1%d	3d				1d	
HSM +1	KDM -	SPC (cg)					

A common officer's weapon.(*9x18mm Soviet*)



MACHINE GUN, HEAVY — "DShK-M1938/46"

ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	VL
ROL D	CYC 19a	-2	0	+2	+4	+4	+5
CAP 50	WTE 78.5	EFFECTIVE				EX+	
CIR 1946	MIS 1%d	10d				8d	
HSM +7	KDM +7	SPC (-)					

A tripod-mounted, machine gun now commonly mounted on light vehicles externally, or coaxially mounted on tanks. (*12.7x108mm*)

MACHINE GUN, Vehicle Mounted — "KPVT 14mm"

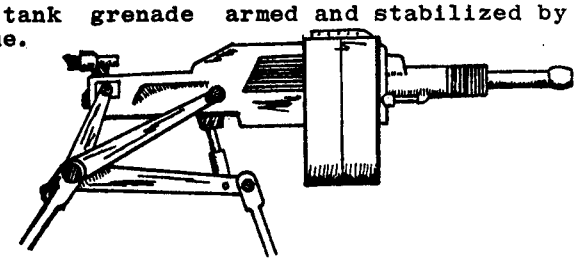
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	VL
ROL D	CYC 20a	-4	-2	+2	+4	+5	+5
CAP 100	WTE 108.	EFFECTIVE				EX+	
CIR 1955	MIS 1%d	15d				10d	
HSM +9	KDM +9	SPC (-)					

Originally designed as an anti-aircraft weapon, it has been adapted to APC vehicles. Can only be vehicle mounted, with at least 10 belts of 100 rounds per belt. (*14.5x114mm*)

Grenades & Launchers

GRENADE (a) Fragmentation "RGD-5"
THROW RANGE 90ft PB VS SH ME LO EX
FRAGMENTS d10 d8 d6 - - -
BLAST 90
BURN d4 FUSE 2a WTE .68
CIR 1959 MIS 3%
The standard Soviet fragmentation grenade that replaced the F-1.

GRENADE (b) Anti-Tank RKG-3M AT
THROW RANGE 50ft. PB VS SH ME LO EX
FRAGMENTS d6 d4 - - - -
BLAST 120/700
BURN d6 FUSE impact WTE 2.3
CIR 1963 MIS 2%
The RKG-3m is a small but very effective anti-tank grenade armed and stabilized by a drogue.

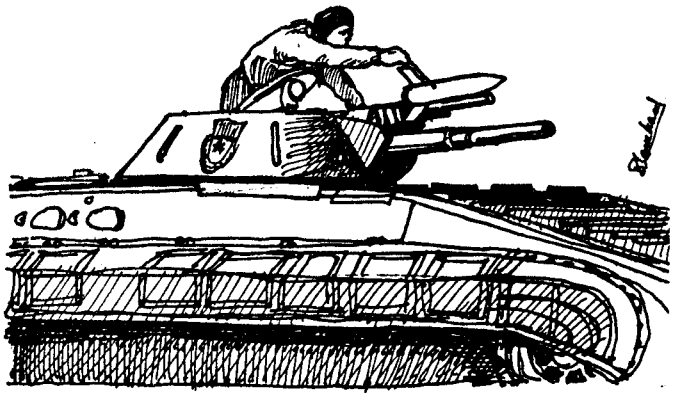


GRENADE Automatic 30mm Launcher AGS-17
ROF 1 AMO 30mm MINIMUM MAXIMUM
ROL D CYC 3a RANGE RANGE
CAP 30 WTE 75.0 - 2600ft.
CIR 1980 MIS See Below

An automatic grenade launcher with the bad tendency to jam and explode on a 25% chance per 250 rounds fired. Has 3 grenade types: HEAT, FLECHETTE, PHOSPHORUS.Use 40mm listings for grenades at a x.75 modifier for effect.
The flechette round is fatal to personnel within a radius of 15 feet. From 15 to 25 ft treat as d20 flechette wounds at (4 +d6) penetration.

LAUNCHER Anti Tank RPG-75
ROF 1 AMO HEAT Rocket
ROL D CYC n/a MINIMUM MAXIMUM
CAP 1 WTE 7.0 RANGE RANGE
CIR 1979 MIS 3% 100ft. 1000ft.
BLAST 2000 BURN 5d10 BACKBLAST 4d10
A close and effective copy of the US M72A2 LAW rocket launcher.

LAUNCHER Anti Tank RPG-7V
ROF 1 AMO HEAT Grenade
ROL C CYC n/a MINIMUM MAXIMUM
CAP 1 WTE 15.5 +5 RANGE RANGE
CIR 1965 MIS 03% 95ft. 980ft.
BLAST 2000 BURN 4d10 BACKBLAST 2d10
A simple grenade launcher effective for use in destroying light armored vehicles. A folding version is used by Airborne Troops.



Missiles

LAUNCHER Anti Tank "AT-3 Sagger"
ROF 1 AMO HEAT Rocket MINIMUM MAXIMUM
ROL D CYC n/a RANGE RANGE
CAP 1 WTE 24.0 500 ft. 1.70 mi
CIR 1965 MIS 2%
BLAST 5040 BURN 4d10 BACKBLAST 2d6
A suitcase packed, wire guided missile that is often vehicle mounted.

LAUNCHER Ground to Air "SA-7 Grail"
ROF 1 AMO HE FRAG MINIMUM MAXIMUM
ROL - CYC n/a RANGE RANGE
CAP 1 WTE 47.5 50 ft. 6 miles
CIR 1970 MIS 5%
BLAST 850 BURN 2d10 BACKBLAST -
Similar to the American red-eye. It has graze and impact fuses with a limited heat sensor and IR filters to spot decoys on 75% accuracy. These weapons have a 25% chance of warhead mis-firing with a result of a d100% of the original blast effectiveness.

LAUNCHER Anti-Tank "AT-5 Spandrel"
ROF 1 AMO HEAT MINIMUM MAXIMUM
ROL C CYC n/a RANGE RANGE
CAP 1 WTE 25.0 200ft. 1.5 mi.
CIR 1977 MIS 2%
BLAST 4600 BURN 6d10 BACKBLAST d4
A vehicle launched missile found in racks of 5. A man-portable version has a launcher with a WTE of (60.0).

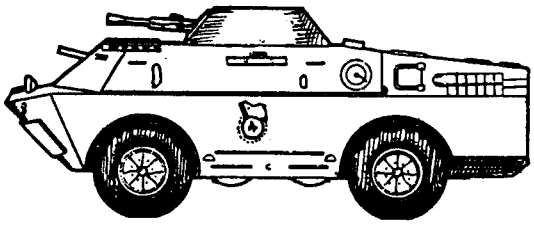
LAUNCHER Ground to Air "SA-9 Gaskin"
ROF 1,2,4 AMO HE MINIMUM MAXIMUM
ROL B CYC n/a RANGE RANGE
CAP 1 WTE 66.0 100ft. 4.3 mi.
CIR 1975 MIS 2%
BLAST 1500 BURN 4d10 BACKBLAST -
A vehicle launched missile that is often controlled by radar from a ZSU-23/4

Fragments

If a character is within the blast range of a grenade roll a d20 under the character's luck. If this suceeds, add a -1 modifier to the number of fragments received.

Vehicles

Expecting a wholesale civilian / military war that never came, the Soviets moved armor and support vehicles into the US to back its forces.



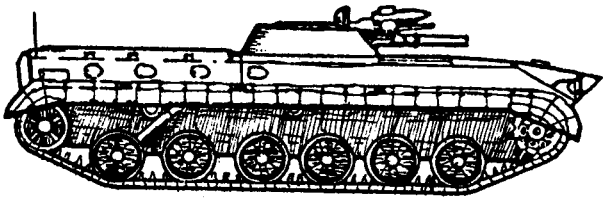
BRDM-2

BRDM-2 (BTR-40PB) (Anphibious)

LENGTH: 226"	TANKAGE: 78	ARMOR:	Body	65
WIDTH : 93"	MPG : 05		Window	10
HEIGHT: 91"	RANGE : 450 mi.		Wheels	40
SPEED : 65 mph.	WATER : -		Top	65
WEIGHT: 11000	CREW : 2+8			

A light-armored, reconnaissance vehicle that replaces earlier BTR-40 vehicle-types. It has a water speed of 6 mph.

WEAPONS: General crew weapons with a 14mm KPVT mounted in a turret. May have a mount for 6 Sagger or four launch tubes for SA-9 GASKIN.



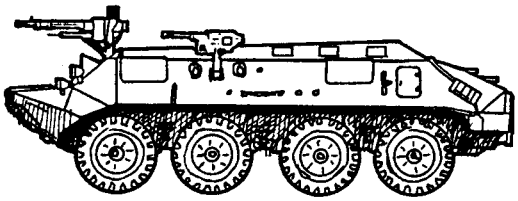
BMP

BMP (Mechanized Infantry Combat Vehicle)

LENGTH: 266"	TANKAGE: 90	ARMOR:	Body	110
WIDTH : 117"	MPG : 04			
HEIGHT: 78"	RANGE : 350 mi.		Tracks	100
SPEED : 35 mph.	WATER : -		Top	110
WEIGHT: 25000	CREW : 3+8			

This vehicle is an effective cross between an APC and an armored, support vehicle. In use, its a better reconnaissance vehicle if fitted with IR and detection equipment. All versions of the BMP are amphibious with a 6 mph. water speed.

WEAPONS: One turret - mounted, 73mm gun with a ROF of 8 HEAT rounds per minute. Above the gun it carries Sagger with four replacements. Each side has four ports and periscopes for small arms fire at ACC (-2) if moving. May carry SPANDRELL.



BTR-60

BTR-60PK APC (Anphibious)

LENGTH: 298"	TANKAGE: 80	ARMOR:	Body	65
WIDTH : 111"	MPG : 4		Window	10
HEIGHT: 91"	RANGE : 325 mi.		Wheels	40
SPEED : 50 mph.	WATER : -		Top	65
WEIGHT: 20280	CREW : 2+16			

An armored, personnel carrier with a water speed of 7 mph. Early open versions (BTR-60) were replaced with armored tops and a small turret. The newer BTR-70 is virtually the same for statistical purposes.

WEAPONS: A coaxial, 7.62mm, machine gun or a turret with a 14mm KPVT MG.

Attacking Vehicles

Only a fool will attack a heavy vehicle with anything less than a rocket launcher. In general, even with an RPG75 or an M72A2 LAW, the only vulnerable places are the tracks, sides, and rear. Most Soviet recon vehicles are particularly vulnerable to rear hits due to the rear doors also being the fuel tanks.

Fire

Tanks can be easily stopped if a grenade or flammable mixture can find access to the crew compartment.

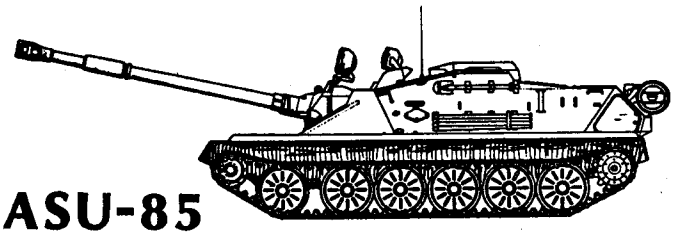
When a tank is sealed or buttoned, up, the only serious damage can come from producing enough fire, outside, to burn the tanks rear-end causing engine failure. This will only last for a few minutes or until air is again available to the engine intakes. In a 5% chance the engine compartment will be set on fire and wiring will be burned to stop the tank until it can be repaired.

When hitting vehicles with anti-tank weapons roll under your accuracy with any GM inspired modifiers. Roll a d100 for vehicle damage, then for each crew man.

		CREW KILL
01-50	Direct Kill /Burn	98%
51-75	Incapacitate	90%
76-85	Damage Severely	75%
86-96	Immobilize	50%
97-98	Damage	25%
99-00	Lightly Damage	10%

Crew

01-50	Stunned for d6 minutes +d10 actions.
51-75	Stunned for 2d6 minutes
76-85	Stunned for 3d6 minutes
86-96	Stunned for 1 hour.
97-98	Unconscious d4 hours.
99-00	Unconscious d10 hours.



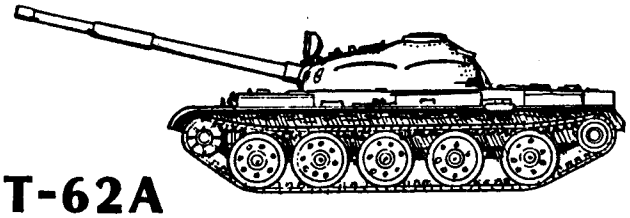
ASU-85

TANK Airborne Assault Gun "ASU-85"
LENGTH: 334"
WIDTH : 111"
HEIGHT: 86" RANGE:162
SPEED : 27mph
WEIGHT: 14tons CREW: 3

ARMOR:	FR	SI	RE
Turr.	360	120	60
Hull	240	60	60
Track	180	180	180
Top	60	60	60

This is a light air-portable vehicle also capable of being dropped by parachute. Used exclusively with Airborne Assault troops.

WEAPONS: One 85mm gun.
One 7.62 coaxial PKT Machine Gun.



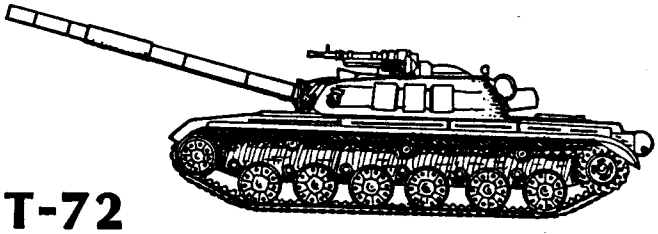
T-62A

TANK Main Battle Tank "T-62A"
LENGTH: 368"
WIDTH : 132"
HEIGHT: 95" RANGE:310
SPEED : 34mph
WEIGHT: 36tons CREW: 4

ARMOR	FR	SI	RE
Turr.	1440	900	360
Hull	1440	720	360
Track	250	250	250
Top	360	360	360

An older main battle tank still in service often used by cuban and non-Soviet occupation troops. May be found in Soviet reserve or low priority areas.

WEAPONS: One 115mm smooth-bore gun.
One 7.62mm coaxial machine gun.
One 12.7mm DShK AA machine gun.



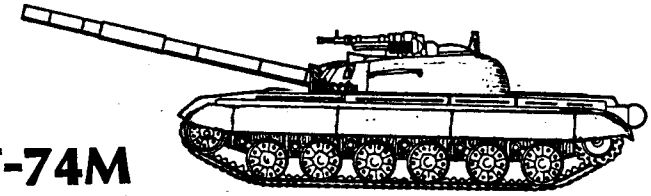
T-72

TANK Main Battle Tank "T-72"
LENGTH: 354"
WIDTH : 123"
HEIGHT: 89" RANGE:310
SPEED : 50mph
WEIGHT: 39tons CREW: 3

ARMOR	FR	SI	RE
Turr.	2160	1440	540
Hull	2160	1260	540
Track	350	350	350
Top	360	360	360

Current second line main battle tank of Soviet invasion forces. May be found as the tank used in a Motorized Rifle Division.

WEAPONS: One 125mm smooth-bore gun with an auto-loader.
One 7.62mm coaxial machine gun.
One 12.7mm DShK AA machine gun with remote control.



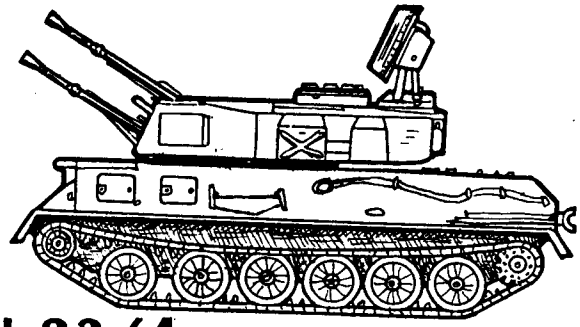
T-74M

TANK Main Battle Tank "T-80"
LENGTH: 354"
WIDTH : 123"
HEIGHT: 88" RANGE:450
SPEED : 60mph
WEIGHT: 39tons CREW: 3

ARMOR	FR	SI	RE
Turr.	3060	1620	540
Hull	3240	1620	540
Track	350	350	350
Top	450	450	450

Current first line battle tank of Soviet invasion forces. Basically an updated version of the T-72.

WEAPONS: One 125mm smooth-bore gun with an auto-loader.
One 7.62mm coaxial machine gun.
One 12.7mm DShK AA machine gun with remote control.



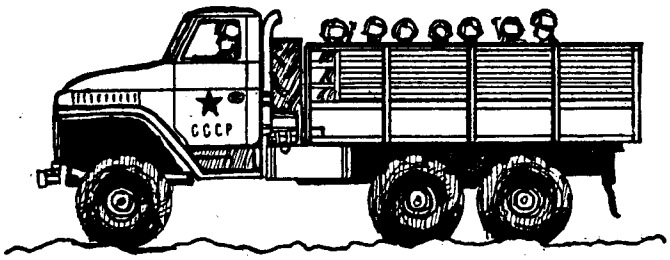
ZSU-23/4

TANK Self Propelled AA Gun "ZSU-23/4"
LENGTH: 248"
WIDTH : 116"
HEIGHT: 123" RANGE:162
SPEED : 27mph
WEIGHT: 14tons CREW: 4

ARMOR	FR	SI	RE
Turr.	65	65	65
Hull	65	65	65
Track	200	200	200
Top	65	65	65

An older but highly effective low level defense system much respected by any pilot that may have to fly against it. However, its radar suffers from "clutter" when trying to deal with targets below 200 ft. Its radar can be linked to other AA vehicles.

WEAPONS: Quad (4) 23mm AA Automatic Cannon that is liquid cooled.
One crew carried RPG-7V +5 reloads.

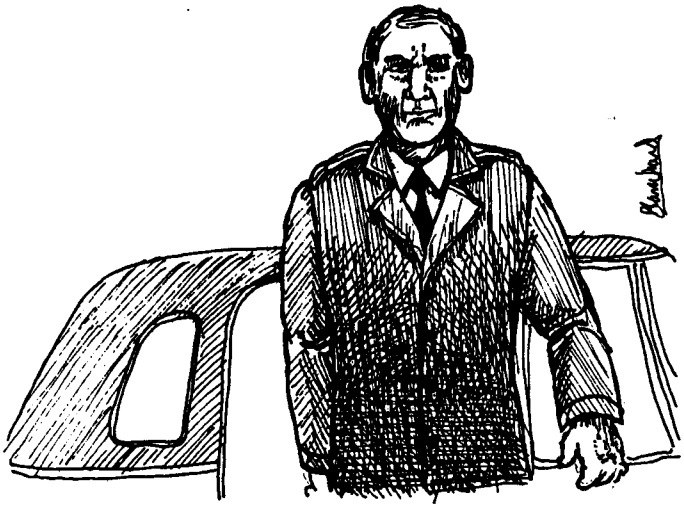


Old Alexander

Your group of Rebels has beat a Russian convoy to Spurlock, Kentucky by 10 hours. You know there is something they want bad enough to send a convoy with heavy support vehicles and aircraft. The aircraft are, luckily, grounded because of the severe snowstorm.

A leak to Red sources indicated sources that there is a weapons dump in the town. The weather and enemy are both closing in.

The convoy consists of 24 soldiers, one BRDM, a pair of trucks, and a jeep. There are 3 KGB operatives in a limousine.



High-Tech

The unscrambler, if players have one, beeps with direct communication being sent to an operative within a block of the main street. This transmission gives a request for the location of the "old" man. There is some odd activity on both lines as requests for data on military records meet a wall of silence. The old man is a classified subject.

The Outsider

Just after the occupation an old man settled in the town. Keeping to himself or acting a little odd, he was liked and fed by the town.

This is old, weird Alexander, or so the town's people thought. General Alexander is an ex-government official who has the encoded key to several, secret supply dumps in the far west.

Alexander is far from a fool. He will wait for the rebels to prove themselves before telling them the location of the 2x3 inch, plastic card lodged between bricks in the alley behind the bar.

Soviet Arrival

The Russians know who Alexander is and will begin systematically shooting the town's population until somebody tells them that the old man is hiding in the basement of the theatre.

Fighting

Alexander will fight with an accuracy of 13 and has six clips for his M-16. He carries an HP-35 and one each of a fragmentation and phosphorus grenade. If wounded and dying he will pull the pin on the grenade and hold the spoon until enough of the enemy are in range.

United

The townspeople are still in shock over the invasion, but willing to fight if they are reminded of their ideals. Between them, they have 6 small cal. rifles, 8 shotguns, two large deer rifles, and eleven flintlock weapons from a collection. The gas station has 500 gallons of gas in a storage tank. One townsman produces 30 sticks of dynamite.

The manager of the donut shop will try to stop this attack by telling them they're fools and the Russians will leave after a few hours. This man is an informer. He will return to a radio in his attic and radio the Russians, telling them to be prepared.

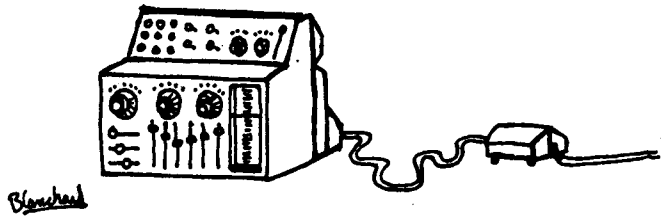
The snow is blowing hard and the general visibility is 30 feet. All shots and ACC rolls are modified by (-3).

The Teacher

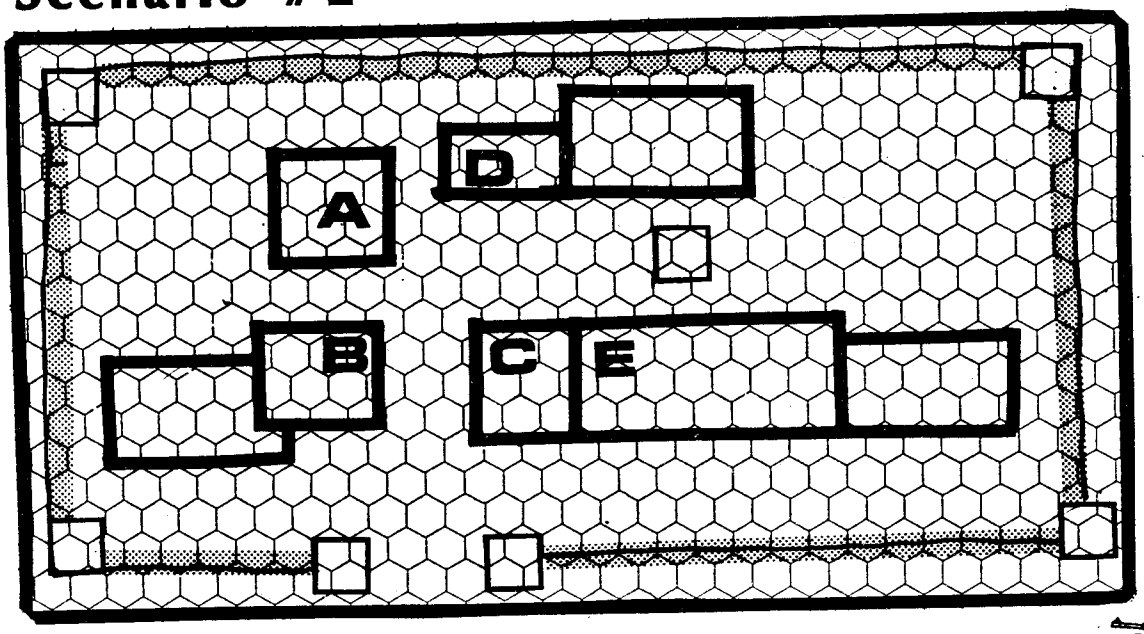
Alexander wants to stay and fight to save the town's people from destruction. If the Soviet group can be eliminated and disposed of, Alexander will guide the Rebels for a short time until he vanishes.

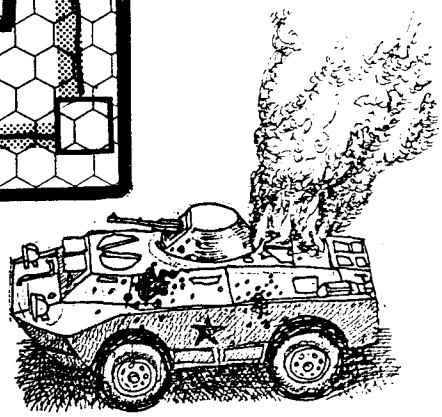
Special Equipment

The scrambler is a high-tech, electronic device that de-scrambles or encodes radio and phone messages. This device learns new codes and after d4 hours digestion, breaks new codes on a 25% (+5%) chance per CRYPTOLOGY skill level of the user. Use or possession of these devices is a death penalty under the new law. These devices were often carried by NSA or military personnel just before the occupation.



Scenario #2





Rescue

The holding area is small. Your group has watched it for a week as the two companies of guards have watched their 3 prisoners.

Two are obviously high ranking Air Force brass. You recognize an outspoken US Senator as the other.

20 Soldiers
01 Commander
01 T62A
02 Truck
02 BRDM-2

Informers

You also realize they will kill these three people within days if your group cannot rescue them from this small facility.

Weapons

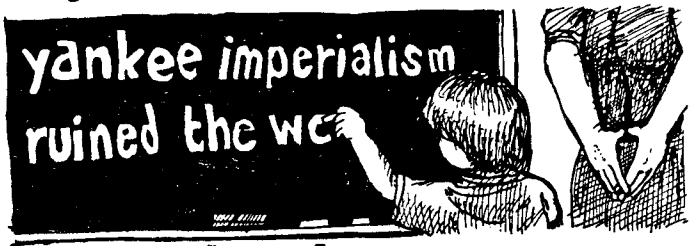
You have 2 AK-47's with 2 clips each. You also have a RPG-7V with two grenades extra. To hit this facility you need more supplies and a plan of action. In your supply dump in the hills, you have one modern crossbow and 5 gallons of gasoline.

Buildings

The center building, A, is the prisoner facility. The buildings B,C, & D are holding and interrogation areas. Building E is a bunkhouse. Barbed wire surrounding the facility is mildly electrified and will show as a red light on a control board if the wire is clipped.

Troops

Soldiers work in shifts with the smallest number present at night. Between the fence and the camp is a six foot area patrolled by 4 dogs that will attempt to kill on command.



The School

The smaller building is a school room where 8 children are under indoctrination to proper thinking. They can also be saved.

The Convoy

The day before the weekly execution usually happens three supply trucks with 10 soldiers make their weekly pilgrimage from a base 50 miles away. The trucks carry food, trade, and ammunition for the camp.

Options

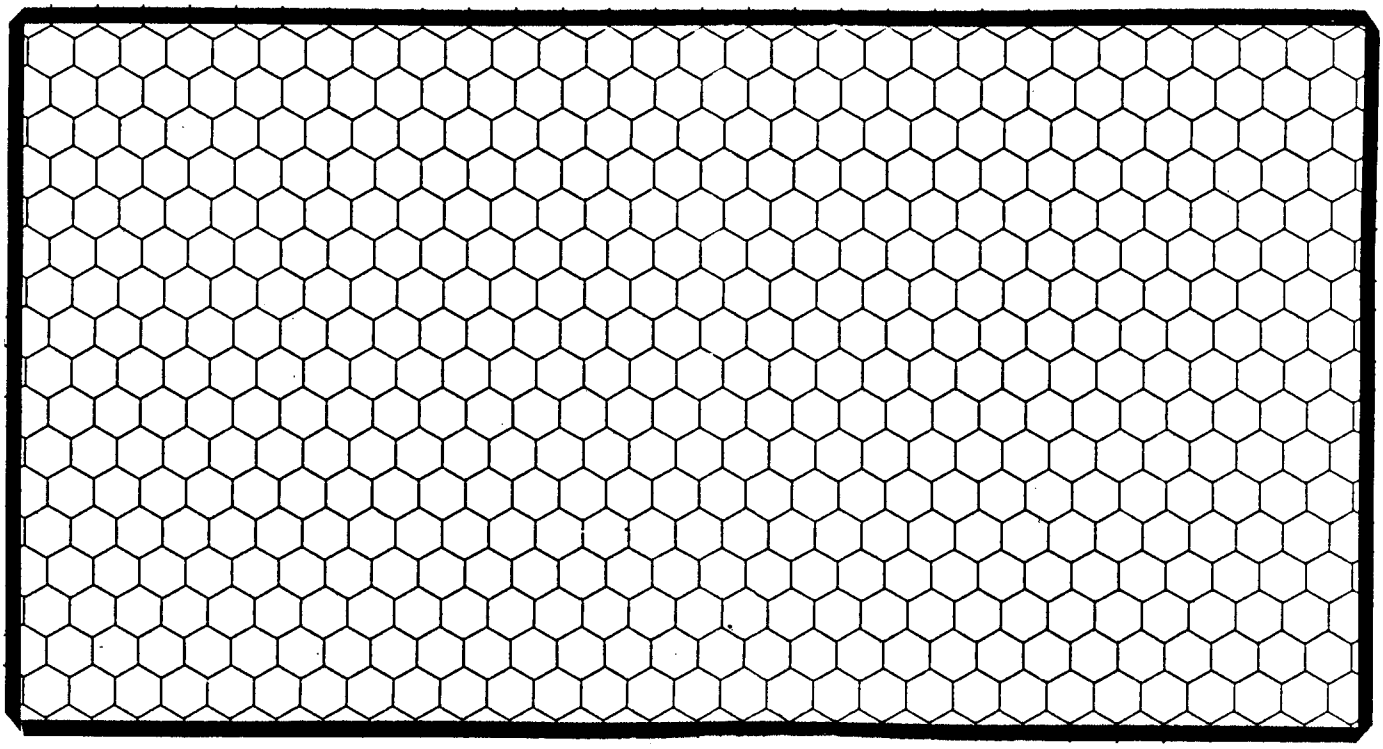
This is an introductory scenario for your players to tackle if they are a little crazy or daring. With a little thought and action they can take the supply trucks and find a way to free the prisoners. If they are over confident, add an older Soviet tank to the supply column as a special troop movement.

Insurgency Map Sheet

INSTALLATION _____ TARGET _____

GUARDED BY _____ VEHICLES _____

SOLDIERS _____ TECHNICIANS _____ WORKERS _____ CIVILIANS _____



Codes

-x-x : BARRIER
---- : FENCE
-+-+ : ELECTRIC FENCE
-*-* : BARBED WIRE
+*+* : ELECTRIC BARBED WIRE
X*X* : CONCERTINA
X*+X : ELECTRIC CONCERTINA
MMMM : EARTH WALL
VVVV : DITCH

VE : VEHICLES
TT : TOWERS
HQ : HEADQUARTERS
GS : GUARD SHACK
RB : ROAD BLOCK
TN : TENTS
SP : SUPPLY DUMP
BU : BUNKER
LI : LIGHT TOWERS

BUILDINGS

01 _____ 02 _____ 03 _____

04 _____ 05 _____ 06 _____

07 _____ 08 _____ 09 _____

10 _____ 11 _____ 12 _____

13 _____ 14 _____ 15 _____

16 _____ 17 _____ 18 _____

19 _____ 20 _____

Fighting for Freedom

Tyranny in America

In the 1990's America has fallen to the Communists after the Third World War!

Rebellion

With the US under a harsh Soviet occupation force, you fight back to regain your lost freedom.

INVASION US

Invasion US is a campaign module of small group action against a hostile force. Characters will live in the Peoples Republic of North America where every movement is watched by the KGB and the slightest slip will send them to prison or a firing squad.

Use INVASION US with the RPG Fringeworthy or with your favorite game system.

The Rebellion Has Begun!

Invasion US
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